MARCH

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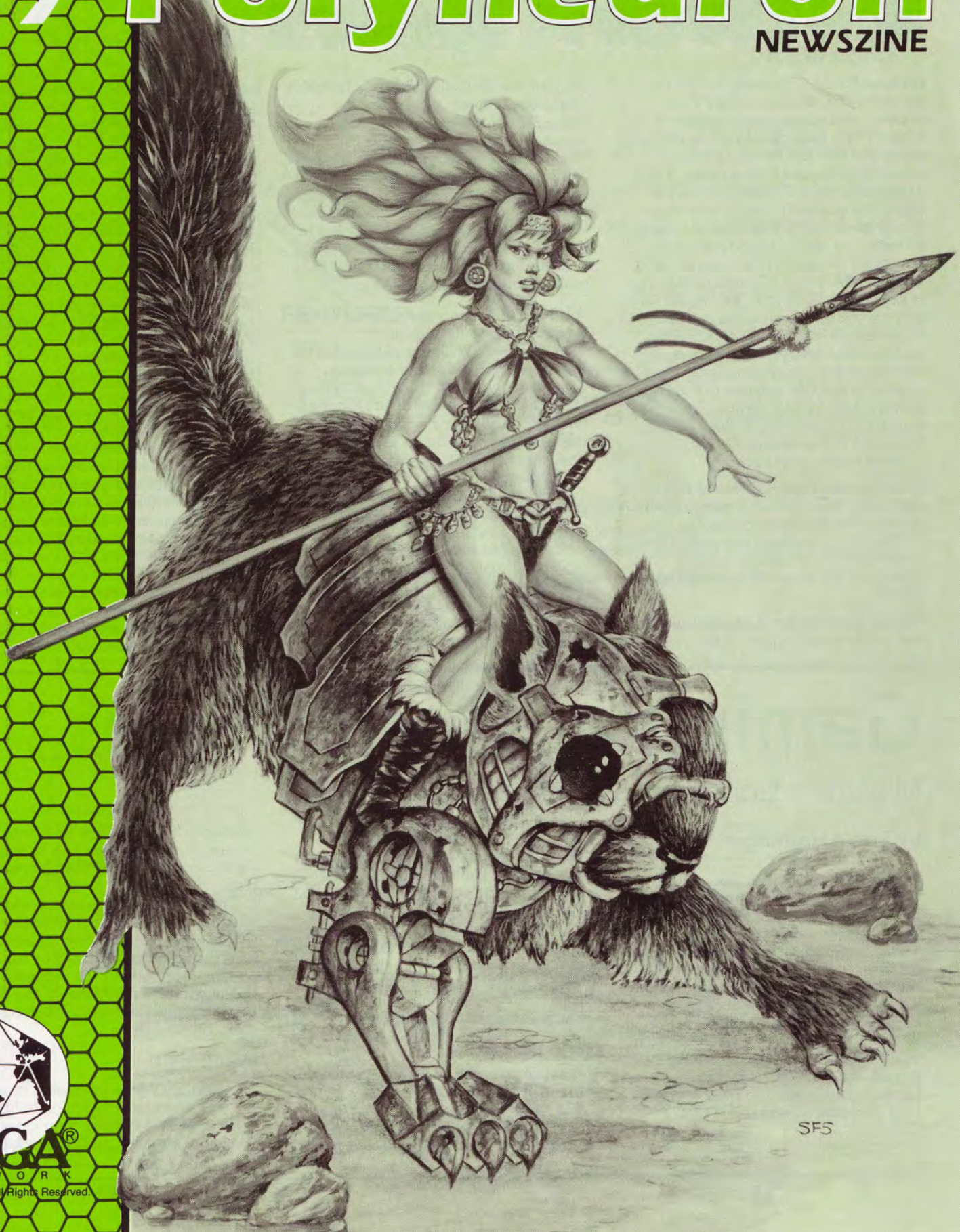
Polyhedron™

NEWSZINE



RPGA® NETWORK

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Network News

Illinois: RPGA™ Network members receive a 10% discount on all Timemaster* role playing game products from 54° 40′ Orphyte. As a Time Corps agent you face the daunting task of saving history itself. Base game, $18; Timetricks* and Timestorm* supplements (96 pages) $12 each; adventure scenarios—10 different titles (32 pages) $8 each. *I've seen the future and I'm here to fix the past.** Also from 54° 40′ Orphyte: Who is the Sandman and why is he trying to kill you? You awake on a moving train with amnesia and are immediately involved in a dangerous and mystical set of circumstances. A role-playing mystery game of four scenarios for one GM and one to three players. $16. 54° 40′ Orphyte, Inc., P.O. Box 2108, Naperville, IL 60567-2108. MC and VISA accepted.

* Trademark owned by 54° 40′ Orphyte, Inc.

New Jersey: Congratulations to The Delaware Valley Game Lords for their constant promotion of gaming in the Delaware valley. We give our gratitude to the club for its help in uniting gamers in our area.—Friends of the DVGL

Massachusetts: Be it known that on the tenth day of August in the year of our lord one thousand nine hundred and ninety-one, gamers in the city of Springfield in the commonwealth of Massachusetts proclaimed the constitution of the Rathskeller Gamers, a new Network club which has dedicated itself to the pursuit of role playing excellence and the enjoyment of that fine art. Persons seeking information pertaining to this fellowship should contact the noble persons Tony Denamaro (203)253-9163 or Carl Longley (413)734-4531.

Wisconsin & Environs: Network HQ extends congratulations to:

Liz and Gary Williams of Kingsport, TN, who welcomed a new daughter, Kyra, into the world on August 29th. Liz and Gary are the stalwart coordinators of the Network's art show at the GEN CON® Game Fair. Check out the back cover of this issue for the reappearance of Gary's cartoon, *Bloodmoose.*

Our clerk, Charmaine Reynolds, who became Charmaine Snyder on October 26th, 1991.

New staff member Norm Ritchie, who replaced outgoing Tournament Manager Tim Beach on November 7th. Tim left the bosom of Network HQ to plunge into the murky depths of TSR, Inc.'s Design Department. Norm, formerly a resident of Joliet, IL, frequently volunteered to help out with some of HQ's most wearisome tasks: judge mailings for the Origins convention and the GEN CON® Game Fair, tournament point entry, and Winter Fantasy preregistration.

The HQ staff also extends its heartfelt thanks to Regional Director Linda Bingle, who frequently hauled Norm up to Lake Geneva, then spent the day at our office helping out, too. HQ can use all the help it can get right now, as it has assumed responsibility for the Game Fair's pre-registration brochure. We intend to have the brochure in the mail by May 1. To help HQ with its increased workload, member Chris Schon of Chicago, IL is handling Network judge and event scheduling this year. This makes it doubly important that you file your *Judge Appeal* early, so we can pass it on to Chris. If you're coming to the Game Fair, HQ invites you to help run Network tournaments. Judges are scheduled on a first-come, first-served basis.

Note that Network HQ is not running the Game Fair. Please direct all inquiries about fees, independent events, exhibit space, accommodations, and program advertisements to the Game Fair.

Gaming at Game Stores

Miniature Conventions Offer Network Events

by Steve Hardinger

A miniature convention does not involve big battles with hundreds of painted lead figures. Rather, it is a small role playing gathering.

The first of these conventions I was involved in was Mallcon, run over several weekends at a gaming store in a shopping mall. Because of space constraints, one judge ran a different group of six players through a Network event on a Friday, Saturday, and Sunday. This format easily accommodated a three-round tournament. The final round was held on a later weekend.

Why Run A Mini-Con?

These conventions increase the public's awareness of gaming, especially role-playing games. Store traffic is increased. The players enjoy the sessions and are inclined to ask for more tournaments. Players and observers in the store think about role playing games, and they are thus more likely to make a purchase. Most of all, running miniature conventions are fun for everyone involved.

The Set-Up

What do you need? A willing retailer who will offer: **1.** A place to play, even if it is only a table and chairs within or in front of the store. **2.** Some type of preregistration, such as sign-up sheets so gamers will know when it is their turn to play. **3.** Prizes—these can be provided by the retailer, the RPGA™ Network, or both.

The RPGA Network can provide the tournament, whether it is for the AD&D® game or one of a variety of role playing systems published by companies from throughout the industry.

You will also need judges, and the Network and its Regional Directors can help you find those.

More Help

Network members interested in setting up miniature conventions should contact local hobby stores, your closest Regional Director, and Network HQ. ❑

About the Cover

Artist Stephen Schwartz illustrates a GAMMA WORLD® game duo—a lovely lass and her mutated squirrel.

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Polyhedron™ NEWSZINE

Volume 12, Number 3
Issue #69, March, 1992

SPECIAL FEATURE

7 **Sea of Fire – by Robert Farnsworth**
Water becomes more valuable than gold in this AD&D® game adventure in an oriental setting.

FEATURES

2 **Network News**
Look what's up with Network members!

2 **Gaming at Game Stores – by Steve Hardinger**
Run your own Network tournament with the help of a local hobby shop.

6 **The Well of Dreams – by Daniel Day**
Toss a coin and see what happens.

15 **The Living City – by Alan Zak**
All that glitters can be found at Ye Olde Bluff Jeweler.

17 **The New Rogues Gallery – by David Carl Argall**
This odd couple is waiting to set up housekeeping in your AD&D campaign.

21 **GAMMA WORLD® Game Loot Tables – by Bruce Nesmith**
There's treasure to be had in the revised game.

23 **Air Fish – by Tim Beach**
Sharks, and pirahana, and neons, oh my!

24 **The Valiant 13th Regiment – by John Terra**
This Network club has monstrous fun.

27 **Club Directory**

EDITORIAL

4 **Notes From HQ – by Jean Rabe**
We've got a piece of an irradiated planet.

5 **Letters – from the members**

DEPARTMENTS

19 **Into The Dark – by James Lowder**
Dead men make great (and pretty mediocre) movies.

30 **The Living Galaxy – by Roger Moore**
Our science fiction columnist responds to your ideas.

Notes From HQ

I'll Trade A Curcio For A Common Rat

In 1991 TSR began releasing AD&D™ trading cards. The four-color slick cards featured pictures of monsters, characters, and magic items. One (a checklist) even sports the art from a Network product—*Port Of Ravens Bluff.*

I began noticing the cards' popularity when TSR game designer Bruce Nesmith came into my office one afternoon and asked, "Do you have any cards to trade?" I didn't have any cards, period. Bruce, I quickly discovered, was feverishly working to complete a gold-bordered card set. And, fortunately or unfortunately, he quickly got me interested in them.

I asked Tim Beach for his duplicates. And following a convention in Missouri, he brought me in a fine stack.

I picked up a few packs at a convention in New York. But not content with that, I bought a box of them—not a set, just a box of 36 foil packs that hobby shops sell. Bruce Nesmith had bought such a box a few days earlier. It took some time to sort through them, put them in order, and pull out the duplicates. But it was worth it. I took my duplicates to TSR early one morning and made a successful trade with Bruce. As of this writing I still haven't completed a gold-bordered set, but I don't give up easily.

And I'm not alone.

At Network HQ we've been noticing an increasing number of classified advertisements from members wanting to trade the AD&D cards. Further, members bring their cards to swap at conventions, and call each other asking for duplicate rare cards.

As a member service we are instituting a "Trading Corner" in the Newszine where members can list cards they want to trade. Here's the format:

List the series and card numbers you are offering, whether you want to sell, trade, or both. At the end of your list, put your name and address. Phone number is optional. Here is a sample, courtesy of Bruce Nesmith. Please note this is a real ad (Bruce is still trying to complete his set):

All 1991 Series II
To trade: 378-380, 382, 384, 385, 390, 391, 394, 399, 401, 402, 408, 409, 419, 420, 423, 425-433, 436-451, 457-461, 463-465, 467-471, 473, 477-479, 482, 483, 485, 489, 492, 494-497, 517, 536, 602, 611, 618, 619, 621, 631-653, 655-658, 660-667, 669-674, 676-678, 680-685, 687-696, 698, 699, 702-709, 711-719, 721, 723-727, 731-737
Bruce Nesmith
3174 Lockwood Blvd.
Lake Geneva, WI 53147

Okay, you get the idea. We'll run the trading card corner as long as it seems popular. You can use the form on this issue's mailer cover.

GAMMA WORLD® Game Lives!

Because the Network's Living City series has been so popular, we thought we'd try something similar with the GAMMA WORLD game setting.

Gamma World is Earth, albeit an irradiated world that is transformed. It is filled with wondrous creatures, ancient devices, and unusual places.

And a piece of Gamma World belongs to the RPGA™ Network. After much thought, the Network staff selected territory in Northern Wisconsin. Currently, this section of the state is known as Door County. It is one of Wisconsin's great vacation spots. The "thumb" of Wisconsin's mitten, it sticks out into Lake Michigan and forms the southeastern shore of Green Bay. It boasts Peninsula State Park, picturesque little towns and bays with sail boats moored there, and farmland dotted with contented dairy cows. It also has lots and lots of tourists—especially in the summer.

Of course, after the Gamma World holocaust, much of that has changed.

We chose this spot because we didn't want Japan and the GAMMA WORLD game designers wanted Chicago. (That's a long story for another time.) It's great because of the variety of terrain and possibilities—squishy things crawling ashore from the lake, mutated cows, etc. The prospects are endless.

We'll run a map in a future issue and explain more of the details there. Suffice it to say, however, we'll be looking for creatures native to this area, encounters, businesses, and other oddities that fit the new edition.

Wither The Living City?

We hope not. We're real fond of Ravens Bluff, The Living City. And we think it is popular with the members. It seems the bulk of our POLYHEDRON™ Newszine submissions are focused on Ravens Bluff.

But what do you readers think? Are you tired of the Living City? Do you like the submissions we've been printing? Is there something different you would like to see? We have received a few letters from Newszine readers who think some of the Living City entries are far-fetched. They think too many shops are run by people who have levels as adventurers. They want shop keepers who are 0-level humans.

We've enjoyed the submissions and have been quick to publish shops with unusual proprietors. We think it makes them more usable in an AD&D® campaign. But have we been giving you something you don't want?

And what about the city's officials? Lord Mayor Charles Oliver O'Kane has been leading the city since we started this project. Is it time for a new Champions' Games? And, if so, what form do you suggest the games take?

We look forward to hearing from you.

Monstrous Compendium

This spring the RPGA Network is proud to present the *Monstrous Compendium Fiend Folio.* This creature album is the work of several talented RPGA Network members—Don Bingle, John Terra, Wes Nicholson, Tim Beach, Steve and Chris Hardinger, Rob Nicholls, Greg Swedberg, Al Boyce, Vince Garcia, and Norm Ritchie.

It boasts critters that appeared in the original *Fiend Folio* and new beasties ready to terrorize your PCs.

Feast your eyes on the revised gambado, improved adherer, fantastic topaz dragon, and ingenious grimlock! This one's worth your gold pieces. (Okay, okay, end of promotion.) See you next month.

Take Care,

Jean ❑

Letters

How the Network Really Works

Getting There is Half the Battle

I am writing in response to Aaron Goldblatt's letter in issue 66.

Last winter when the Newszine ran its sign-up special I seriously considered attending my first Game Fair. At that time, though, I had just started a new job and I didn't feel certain I would be able to get the time off necessary to attend. I backed out the Game Fair, but told HQ I would help out with some future local convention. I told myself I would make plans to go the Game Fair in '92 and that was that, or so I thought.

Boy, was I surprised to receive parts of the AD&D® game Open tournament four months later; I was scheduled to run three slots. I immediately wrote HQ and apologetically reminded them I wasn't attending.

This unfortunate occurrence was probably an isolated event, and in no way excuses those who left the Network high and dry at the last minute. I plan to attend the Game Fair this summer, and I would be honored to run Network scenarios, I only hope this bizarre event didn't ruin my chance to do so (see *Notes From HQ,* issue 65).

Tom Allen
Fort Worth, TX

Don't sweat it, Tom, you'll get your chance—provided, of course, that you file a Judge Appeal Form. *We'd like to just assume you're coming to the Game Fair this year, but maybe your employer won't like the idea again. We know from long experience that it doesn't pay to assume even veteran judges will join us at the Game Fair—people move, acquire other commitments, have accidents, or have to skip a year or two because of finances. Also, please don't wait to be invited, HQ doesn't have the manpower required to call or write individual judges for the Game Fair or any other convention. When you read a* Judge Appeal *in the Newszine, you are being invited.*

Room For Improvement

You asked for personalized opinions, so here I am putting my two cents in. I think you have one of the best mags around even though in my opinion there are a few things you could do to make it even better. First, it's way too small. If you doubled the size of the magazine you'd have twice as many features, twice as many contests, twice as many articles, and not to mention twice as many special features like adventures and puzzles. If you doubled your size you'd also attract a lot more members.

I also would like to see more articles about products that aren't released yet. *Into The Dark* is a good idea, but why review movies that have been out for years already? A page or two of comics is a good idea, but I think you should find a good storyline for *Wolff & Byrd* or trash 'em. I also think you should start printing in full color or at least print the cover in full color. I, for one, would be willing to spend a couple of bucks more for a better mag, and I'm sure a lot of other gamers would be, too.

Christopher Urbane
Gurnee, IL

Here's a suggestion and a complaint, first the complaint: My most recent four issues have arrived with mangled front covers. Please try to correct this.

I strongly suggest you drop *Wolff & Byrd.* I know there are many people who feel you have more useful things to put on the back cover.

A spontaneous complement: I really love *The Living City* and *The Living Galaxy.* I like the *Living City* so much that I'm preparing to send in a few submissions for it.

Douglas A. Becker
Chicago, IL

I've been a Network member for almost a year now, and I have been campaigning in the FORGOTTEN REALMS™ setting for more than three and a half years. This campaign world, with its attention to true-history parallels and quasi-medieval feel was a timely arrival. It offered my campaigning group an excellent alternative to the more comic-bookish fantasy worlds then on the market.

I understand that we're dealing with a fantasy game and campaign setting, but that does not mean that a sense of gritty realism and continuity isn't needed. One has only to look at the newly released DARK SUN™ boxed set to know what I'm talking about. These worlds are very fantastic, and yet they are three dimensional and realistic in

Continued on page 31

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POLYHEDRON Newszine welcomes unsolicited submissions of written material and artwork that are accompanied by our Standard Disclosure Form. No responsibility for such submissions can be assumed by the publisher in any event. No submission will be returned unless it is also accompanied by a self-adressed, stamped envelope of sufficient size.

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The Well of Dreams

Good Fortune is Only a Coin Toss Away

by Daniel Day

Deep within an elven glade, in the shade of a particularly large stringy bark tree, rests a stone well. An old wooden sign propped up against it reads: "This be the Well of Dreams. One gold, one silver, or one Copper. Fate awaits."

The well is an ancient magic item of great power. It grants an ability, disability, or boon to a player character who tosses a coin into its depths. A character can make use of the magic only once a year.

To make the well operate, a character must toss a coin into it. If a character tosses in more than one coin, the one of the highest value counts. If a character enters the well, he discovers the walls are smooth and algae covered, the water begins about 30 feet down from the rim of the well, and the water is 200 feet deep. Characters who are submersed in or drink from the water gain no benefits.

Effects from the coins are instant and permanent.

Characters tossing a coin should roll 1d8 and 1d12, total the numbers, and refer to the tables below.

Gold Coins

Roll	Effect
2	Raise ability score of your choice by 1.
3	Lower ability score of your choice by 1.
4	Advance to one experience point below your next level.
5	Small, insect wings grow from your back.[1]
6	A third eye appears on your forehead.[2]
7	Two-foot-long beard grows from your chin.[3]
8	New, brown leather boots appear on your feet.
9	Three gold pieces pop out of the well.
10	A pouch filled with 14 gold pieces drops on your head (1 point of damage).
11	A purse filled with 30 platinum pieces appears at your feet.
12	A loud burp comes from deep within the well.
13	Your coin flies out of the well, with a bite out of it.
14	Two-foot-long beard grows from your chin.[3]
15	The handle of your weapon becomes coated with honey.
16	Gain one nonweapon proficiency of your choice.
17	You are struck by a miniature lightning bolt, 1d8 damage.
18	You become invisible—permanently.[4]
19	Your primary edged weapon is now vorpal, or your blunt weapon will return when thrown.[5]
20	You are cursed with lycanthropy.[6]

Silver And Copper Coins

Roll	Effect
2	You turn into a drow.
3	Your skin turns green, and your hair black.[7]
4	You gain maximum hit points for your level.
5	A weapon of your choice becomes +1.
6	There is an instant of darkness, then everything is as it was before.
7	Your hands and feet become webbed.[8]
8	A trumpet blares, then a lone swan takes flight from the well.
9	Some of your gold disappears.[9]
10	Nothing happens.
11	A pouch, with your thrown coin in it, appears in your hand.
12	Five coins, of the same kind you threw in, come back out of the well.
13	Nothing happens.
14	A pile of 15 platinum pieces falls at your feet.
15	You get younger.[10]
16	Your hands and feet become webbed.[8]
17	One saving throw number of your choice increases by 1, while another decreases by 1.
18	For the next 24 hours you will be a colorless, odorless gas.[11]
19	A voice from the well says, "A wish will come your way when you least expect it."[12]
20	Nothing happens.

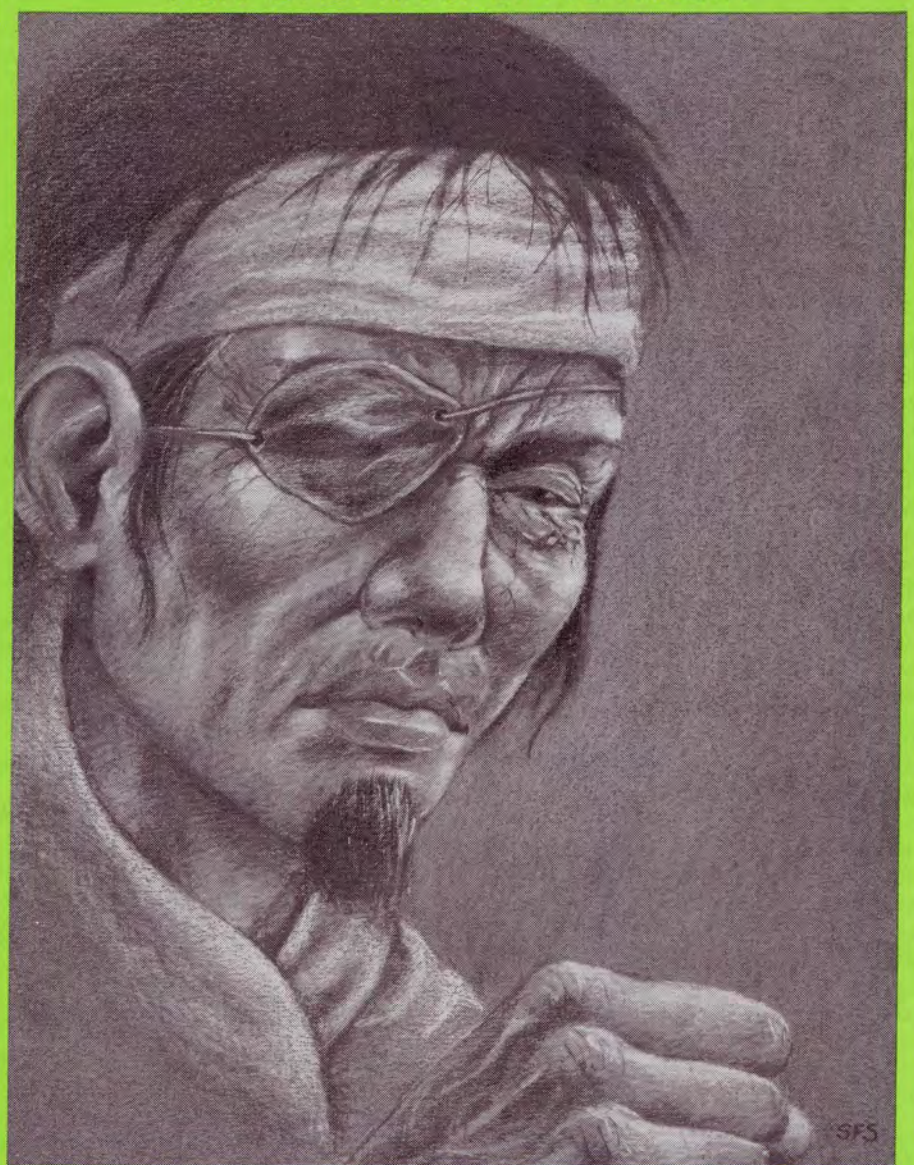
Special Effects

1. The insect wings allow the character to leap upward five feet and forward 15 feet once every three turns.
2. The third eye lowers the character's Charisma score by 1. It has no beneficial effects.
3. The beard will always be two feet long; it does not grow. If the character already had a beard, that beard is now two feet longer. If the character is female, Charisma is lowered by 2 until she shaves.
4. The character and his gear is *invisible*, per the 2nd level wizard spell. The *invisibility* lasts until broken (see spell description) or dispelled (treat the *well* as a 20th level caster).
5. An edged weapon is now the same as a vorpal sword +3; a blunt weapon acts like a boomerang; returning on the round following each throw.
6. Lycanthropy: 1-2, werebear; 3-4, weretiger; 5-6, werewolf.
7. Charisma drops by 2.
8. Character automatically gains the swimming proficiency, swimming movement rate is 18.
9. One-half of all gold pieces carried disappears.
10. Humans regress 1d20 years; elves 10d10 years; dwarves 10d6 years; halflings 1d20 years; and gnomes 10d6 years.
11. This acts the same as a *potion of gaseous form* except that the character cannot reform for 24 hours.
12. Sometime in the future, when the character desires something, his wish will be granted.

The *well* should prove to be a popular locale for PCs, once they learn its secrets. Of course, various ferocious monsters probably will grow fond of the *well,* too. ❑

Sea of Fire

Part One: River of No Return



An AD&D® Game Oriental Adventures Scenario for 4–6 characters levels 7–9

Illustration by Stephen Schwartz

By Robert Farnsworth

DM Background

For months, not one drop of rain has fallen on the steppes. Droughts are nothing new, but when most of the water holes also started to dry up, tribes began fighting over the smallest puddles of water. The only dependable sources of water left are the deep wells that provide water for a handful of permanent cities that dot the steppes.

Nomad tribes without access to deep wells have been forced to head for the last dwindling source of water, the Tokali River, which flows through the Quoya Desert from an underground source to empty into Lake Pakarsh.

Some of the wiser tribes headed straight for Lake Pakarsh. The larger of two lakes on the Tokali River, Lake Pakarsh is normally 33 miles long, 16 miles wide and in some places 120 feet deep. However, the lake's level has lowered 20 feet, and the river feeding the lake has shrunk to a stream.

The spring that feeds the Tokali River is not only the underground source for the river, but it also feeds the network of smaller underground streams that supply most of the water holes on the steppes.

Jeeng-dai, a powerful wu jen from the country of Wa set up a *gateway of symmetry* deep inside the spring that feeds the Tokali River. This sucks all of the water from the underground river and sends it to a matching *gateway* somewhere in the country of Wa. The river's current gradually slowed until it stopped completely, then started flowing *backwards.* This arrangement certainly makes life easier in drought-stricken Wa, but makes life pretty hard for the steppe dwellers and for the river creatures.

The river's guardian, a wise and powerful chiang lung (river dragon), decided to investigate and swam to the source of the water to find out what was drawing the river back. When he reached the source, Jeeng-dai and his servant, a gargantuan lizard, attacked and drove the dragon back to his lair. Later, the wu jen attacked the dragon in his palace and slew the dragon and his nature spirit servants.

Without a supply of water from the underground spring, and deprived of any water from rain, the river quickly shrank until what little water was left behind had either drained into the two lakes or evaporated into the dry sum-

mer air.

With the river no longer feeding Lake Pakarsh, what water is left in the lake will only last a finite amount of time. At its present level, it would take about two years for a dozen tribes and their herds to drink the lake dry. But when most of the area's 50 tribes reach the lake they will drain the lake dry in six months.

The ilkhan (mid-level leader of Khans) is currently the eldest and most powerful of the Khans at the lake. When the ilkhan learns that the steppes have caught fire, he will try to enlist the PCs to find some way to fix the river. If they don't volunteer, he will volunteer them while his power lasts.

The PCs in this adventure can be steppe barbarians who normally are loyal to the ilkhan, or travelers who discover the encampment at the lake and learn of the nomads' predicament.

The adventure begins with the PCs traveling across country.

Adventure Notes

Since the Tokali River lacks any sources of water, the party will see the river slowly dwindle away, until sometime during the fourth week of their travels when it dries up completely.

Since most of the steppe's water holes have already dried up, wild game has been driven to the last remaining sources of water in the area, the Tokali River and Lake Pakarsh, making it easier for the party to hunt for their food. The party shouldn't need to use their rations or water until the end of the third week.

Encounter 1: Lake Pakarsh

Week: 1 Day: 1

The PCs' first encounter is with Kani Mukei, a lost wu jen. Kani has been wandering across the steppes desperately searching for water for three long, dry weeks. When she finally reached the lake, she passed out from sheer exhaustion. A group of five guards found her, but when she awoke and tried to speak, the superstitious barbarians began giving her a hard time:

As you ponder the tribes' predicament, you hear an excited shout from the encampment's landward side. "Hey! Look what the desert wind must have blown in. Looks like just another dry tuft of weeds! Strange that it is dressed. I've never seen weeds with clothing!"

If the PCs do not immediately investigate, a child runs up to the party leader and begins tugging on the character's sleeve: "Honorable sir (or lady), I think you should come with me right away. An arban (10 soldiers) patrolling the ridge to the west has found someone who wandered in off the desert. They have him surrounded, and they sent me here to get you."

When the party investigates or follows the child, they go to the outskirts of the camp, passing many yurts full of tribesmen. They pass over a small hill and see a group of warriors taunting what seems to be a slender man lying collapsed on the ground.

When you reach the ridge, you see the patrol standing in a circle surrounding what appears to be the body of a thin, elderly man huddled on the ground. As you get closer, the tribesmen start to taunt him.

The prisoner appears to have suffered greatly from the heat and thirst. His clothes are tattered and torn, and his skin is parched and burnt from too many days in the sun.

As you get nearer to the group, you see the stranger try to rise, he seems to have had enough taunting, and he begins to chant and move his hands rhythmically.

The wu jen is about to cast a spell at the guards, precipitating a battle. If the PCs immediately intervene and take charge of the prisoner, there will be no fight. If not, the guards will kill the wu jen unless the PCs subdue all of them.

Guards (10): Int Average; AL N; AC 5; MV 12; HD 1; hp 9, 8, 6, 5, 4; THAC0 20; #AT 1; Dmg 1-8 (scimitar); SZ M; ML 14; XP 35 each

Kani Mukei: S 13, I 18, W 18, D 16, C 12, Ch 14; AL NG; AC 1; MV 12; HD 9; hp 34 (14); THAC0 18; #AT 1; Dmg by weapon; SZ M; ML 16; XP Nil (2,000 if rescued from the guards)

Kani is bald, with a tattooed pate. She carries six shurikens and a kau sin ke. She can use her ki powers three times a day to gain +5 on reaction rolls (useless in this situation), or cast a 1st-5th level spell at maximum effect.

Magic Items: *bracers of defense AC 4 ring of protection +1, ring of invisibility, seal of vigor.*

Spells remaining: *Magic missile* (×2), *prestidigitation, stinking cloud, bind, fire shuriken, dispel magic, confusion, wall of force.*

Kani is desperate for water and regards the guards' taunting as an attack (she is not really thinking clearly). If the PCs don't stop the fight, she'll use her ki to cast maximum effect *magic missiles* at five guards. Then she uses her *ring of invisibility* to evade the survivors and make her way to the lake. If hard pressed, she'll use *stinking cloud.*

If the PCs question Kani, she can speak to them only a few minutes before collapsing from exhaustion again. She remains subject to these fainting spells until she has had food (she eats no meat), water, and has at least six hours of rest. She can tell the PCs the following:

- Kani came to the steppes to get magical training from various nature spirits. The drought has driven them off the steppe or into hiding.
- There is no open water to be found.
- The steppes have become prone to raging grassfires. in fact, one is headed this way right now.

If the PCs go to the top of the hill and look, they can see a shimmering curtain of smoke and haze. The steppes seem ablaze with thousands of grass fires that fill the horizon. At this distance, each grass fire becomes reduced to the size of a wave on the ocean, turning the steppelands into a sea of flames.

If the PCs don't save Kani, they eventually scent the smoke from the grassfires—which has a smell quite different from smoke generated from the tribesmen's dung-fueled cooking fires.

When the ilkhan learns of the fire, the tribe makes hasty preparations to move the camp to the far side of the lake and the PCs are not invited along:

The ilkhan's assistant, Hang Puk, strides confidently toward you. "I am Hang Kahn," he says when he reaches you. "The ilkhan would like you to come to his tent immediately. He wants to talk to you."

Hang Puk: S 17, I 10, W 10, D 16, C 17, Ch 13; AL LN; AC 8; MV 12; HD 6; hp 49; THAC0 15; #AT 3/2; Dmg by weapon; SZ M; ML 18; XP Nil

Hang Puk carries a dagger and a scimitar. He is a scimitar specialist (total combat bonuses +2 "to hit," +3 damage. He is very much aware of his own importance and—especially if the PCs attacked the guards—revels in rubbing the PCs' noses in his own importance. The PCs are obligated to play along with him or they each lose two points of honor for improper behavior. If they are foolish enough to attack Puk, they'll have to fight the entire tribe (1,000 mounted warriors), end of PCs. If the PCs helped Kani, but are obviously unfamiliar with the local customs, the wu jen will quietly advise them on proper etiquette.

If the party follows Hang Puk to the ilkhan's tent, they skirt the lake front to the south until they get to the last group of yurts. Since the ilkhan's tribe arrived at the lake first, they took the best spot to camp.

When you reach the tent, you see two very large guards posted in front of the entrance. The guards step aside and allow Hang Puk to enter, but step together once again, preventing you from entering the grand yurt.

"Sirs and ladies, before you enter this tent we must ask you to identify yourselves."

After the PCs have identified themselves properly, the guards politely stand aside.

When you enter the grand yurt of Tat Hyang, the ilkhan is seated on a short seat with Hang Puk seated on a cushion at the ilkhan's right hand.

"Ilkhan, I have brought (name's PC with the highest family honor score) and companions as you ordered.

"Be so kind as to introduce ALL my guests!" snaps the ilkhan, and a chastened Hang Puk does so without delay. When the formal introductions are over, the ilkhan speaks again:

"You have seen how the grass fires have spread across our homeland. It's only a matter of time before the fires reach even here, deep in the Quoya Desert.

"However, fire is not the biggest problem that our tribes face. Our biggest dilemma is that we are camping next to what is probably the last source of water for hundreds of miles.

"Just this morning, two more tribes of refugees wandered in, fleeing the drought on the steppes.

"Without the usual water holes that everyone uses in times of drought, more tribes will arrive each day. In the next few weeks, we could see the number of tribes along Lake Pakarsh increase to 40 or 50.

"You've seen how the lake has been shrinking day by day, already the level of the lake has dropped 20 feet. If more and more tribes and herds come along, they could drain the lake dry within a few short months.

"If we could keep the number of tribes down to what is here today, the water in the lake might last well into next year, by which time the drought should be over.

"We need someone to travel to the river's source and find out what has stopped the flow of water to the river and to see if there is anything that can be done to get the river flowing once again."

If one of the PCs volunteers to perform the task, everyone in the group gains an honor point. If no one speaks up, the Ilkhan Tat Hyang volunteers the party himself. The ilkhan allows Kani Mukei to remain in the camp to recover from her ordeal. (The ilkhan recognizes her value as an ally should another tribe dispute his "rights" at the lake shore.)

The party continues their travels with a string of pack horses carrying gifts from the ilkhan:

- Enough iron rations to last everyone in the party four weeks.
- Four weeks' supply of grain for feeding the horses.
- Five weeks' supply of water for both the horses and people.
- Three small tents (12′ diameter, 5′ tall).
- Hunting and cooking supplies for everyone.

Encounter 2: Desert Nomads Attack

Week: 2 Day: Random

Under normal conditions, the Tokali River is a large, quick flowing river, 25 feet deep and 100 yards wide. After months of drought and the interruption of the river's source, the river is now reduced to five feet in depth and is only 20 yards across. On either side of the river is another 20 yards of silty mud, with the outermost edges of the river bed already turning grassy.

The wasting away of the Tokali River has left behind a wide shallow valley with low ridges on both sides. If all of the party keeps to the river bed, they can travel quickly and easily, but they'll be unable to see anything beyond the edges of the valley, and anyone could sneak up on the party almost undetected.

Soon after the PCs leave the lake, a group of desert nomads begins to trail the party. The nomads keep far enough away to remain unseen. They are keeping watch over the party as they travel, waiting for the ideal time to strike. They want to steal the party's food, water, and other valuables.

At various times before the attack, the PCs get a few hints that they are being followed:

- During the day, one PC sees a flash of light in the distance.
- At night, someone hears the faint click of pebbles.
- At dusk, someone thinks he sees movement in the shadows, but he's not really sure.

Whenever the PCs go out to check the disturbances, they find no sign of anything or anyone causing them. The nomads are experts at hiding their tracks and will not be found unless they want to be found.

During one of the party's mid-day breaks to water their horses and eat lunch, the band of desert nomads approaches the river.

Whether the party is surprised depends upon how many guards they have kept on the ridges as they follow the river. For each PC traveling on the ridge, the party gains a +1 bonus on the surprise roll.

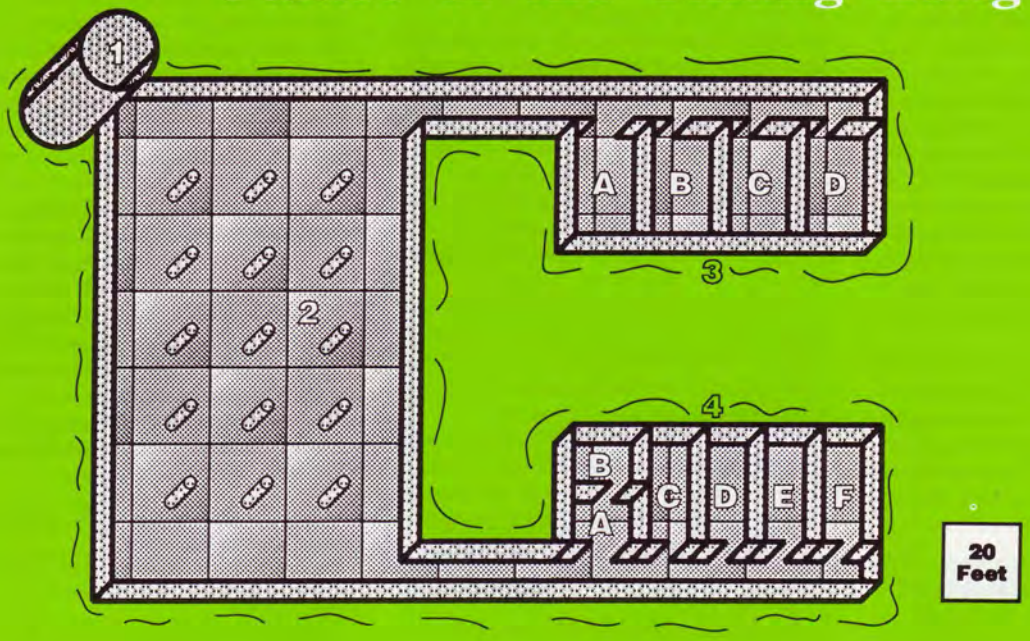
If the PCs are not surprised, they see a group of men riding camels coming over the edge of a dune to the east, approximately 100 yards from the crest of the river bank.

If they fail their surprise roll, nobody spots the nomads until they cross the ridge and stare down at the party's main body.

As long as the party doesn't move, the tribesmen just stay there. If any of the party do anything but talk, the desert tribesmen charge.

Chief: Int Average; AL NE; AC 8; MV 12 (18 when mounted); HD 5; hp 24; THAC0 16; #AT 1; Dmg 1-10+1 (ka-

Palace of the Chiang Lung



tana); SZ M; ML 13; XP 270.

If the PCs do not immediately attack, the chief gladly will pause a moment to trade insults with the party. He'll refer to the party's horses as "skinny bundles of dog bones," and will find even less savory (but more descriptive) epithets for the characters. Any personal challenges offered to the chief draw a hail of arrows from the other nomads.

Subchiefs (2): Int Average; AL NE; AC 8; MV 12 (18 when mounted); HD 3; hp 15, 10; THAC0 18; #AT 1 or 2; Dmg 1-10 (katana), 1-6 (bow); SZ M; ML 13; XP 65 each.

The subchiefs are basically cowardly, but eager to prove themselves in battle by making kills. In missile combat, they concentrate on the party's warriors, hoping to kill them before they get into melee combat. In melee, the subchiefs avoid warriors and try to attack spell casters and other lightly armored characters.

Nomads (18): Int Low to Average; AL NE; AC 8; MV 12 (18 when mounted); HD 1; hp 6 each; THAC0 20; #AT 1 or 2; Dmg 1-10 (katana), 1-6 (bow); SZ M; ML 13; XP 35 each.

Shaman: Int High; AL NE; AC 8; MV 12 (18 when mounted); HD 6; hp 23; THAC0 18; #AT 1; Dmg 2-7 (mace); SZ M; ML 16; XP 650.

Magic item: *Bell of inspiration* (allows everyone within hearing to resist fear and confusion. Listeners receive a bonus of +4 on saving throws vs. fear or confusion.)

Spells: *Cure light wounds* (×5), *hold person, bestow curse, cause paralysis*

When the tribe charges, the shaman strikes his magic bell for all the tribe to hear, then he tries to stay to the back of the melee and heal any wounded tribesmen and cast additional spells.

No matter how the encounter unfolds, there will be one round before the nomads can close for melee, so both sides have a chance to use their bows before they close for the attack. If the nomads are charging down into the river valley they gain +2 "to hit" during the first round. After half of the nomads have died, of if the chieftain dies, the nomads must check morale (see DMG, page 70). The whole tribe turns and flees if they fail, allowing the PCs one free round of melee attacks and a free round of missile attacks before they disappear into the dunes.

Encounter 3: Discover a Young Man

Week: 3 Day: Random

When the party rounds a bend in the river, they spot the figure of a young man lying beside the river. He is dressed in typical travel clothing for a young gentleman, with a large sword strapped to his waist.

When the party reaches him, they find him half dead from overexposure to the sun. Anyone trying to lift his sword must make a *bend bars* roll to succeed.

The young man is Pok Luing, a chiang lung. To revive Pok, the party must wet him down to cool him off and get him out of the sun for four hours.

If they search him, they notice that the material of his clothing seems expensive, but a little out of style. In a pouch hidden up his sleeve are two dozen gems worth 200 tael each. (Pok keeps these gems to eat, but when he wakes he'll play the role of a lost young man by offering to trade one or two gems in exchange for sharing some of the party's food and water.)

Read the following if the party revives Pok:

"Ooooh, thank you. You came along just in time.

"I was traveling across the desert with a caravan headed for Shou Lung from Quaraband when we were attacked by desert nomads. I managed to escape with my life, but I must have been wandering lost for days looking for water. The last thing I can remember is stumbling down the embankment, but I collapsed before I could reach water."

"May I introduce myself?

"My name is Pok Liung. I'm afraid that I have lost all of my possessions except those which I am wearing.

"The river seems to have changed since the last time I came through here. I'm afraid that it's become much too bleak around here to be traveling alone. I've been trying to follow the river to its end, so I can get back to Shou Lung. Could I join up with your group as long as you follow the river?

"I can help pay my way with this small bauble, and I would also like to offer my services as a swordsman."

If the party questions Pok, he claims he does not remember anything but his name. If they ask why his sword is so heavy, he will say that it has been enchanted for his use only.

Pok has been sent by the Celestial Bureaucracy to replace the last river dragon (the one Jeeng-dai and his gargantuan lizard killed). The new river dragon has no idea what happened to the last dragon, so he is as much in the dark as the party members.

Chiang lung: Int Genius; AL LN (G); AC −2; MV 12, Fl 18 (E), Sw 24; HD 16; hp 95; THAC0 5; #AT 3; Dmg 1-8+5/1-8+5/3-36+5; MR 40%; SZ G (70′ body); ML 18; XP nil (1,000 for reviving).

Pok can *polymorph* three times per day into any form he desires; he can cast *bless, curse, omen, fate, dispel evil, control weather,* or *remove curse* once per round. In dragon form he can employ additional attacks such as *snatch* and *tail slap,* conditions permitting. When attacking in dragon form, Pok inspires *fear,* which causes most creatures to save vs. spells at +3 or attack and defend at −2. In human form, he can use his sword, a *katana +5.* Pok can breathe both water and air, and any creature touching him also can breathe water and move as if on dry land. Pok has continual *ESP* to a range of 30 feet, can expel storm clouds, and can *lower water* in a six-mile radius at will.

When traveling with the party, Pok remains in the guise of a young traveler. If pressed into combat, he stays in human form and uses his sword unless it becomes clear the party will lose if he does not assume dragon form. He will, however, cast a *curse* spell (-1 on all attack rolls) to aid the party whenever appropriate.

Pok would like to travel with the PCs. As a party member he'll try to encourage the PCs in the right direction rather than go out of his way to help (and in so doing risk detection).

One week after the party finds Pok, the river slows to a trickle and a short time later gives up all together. Small pools of water connected by muddy trails remain where a mighty river once flowed. After two more days in the sun, even the pools dry up. Following the dry river bed requires a successful tracking proficiency with no modifier each day; however, Pok instinctively knows where the river used to lie and can follow the river bed automatically.

As you follow the river bed, the flow of water along the river bed shrinks until it becomes a trickle. After a few more days, even the trickle stops, leaving a muddy trail leading deeper into the Quoya desert. From here on, you will be dependant on the water that you carry with you.

At the beginning of each day, tell the party they have one less day's supply of water, starting with five days' supply. The PCs can, however, cut their water consumption by as much as half through rationing, extending their supply to a maximum of 10 days. Getting to the next source of water (the lake where the old chiang lung used to live) will take them at least five days. Every time they lose the trail (fail a tracking roll) the party must spend an additional half day finding it again.

Encounter 4: The Smell of Water

Read the following when the party nears the second lake:

You've been following the river bed for days, and when the sun came up this morning it looked as though you had another dry, dusty day ahead of you. But the dust isn't so bad today, and now you think you know why; the river bed is getting damp again. In fact, you've found a small puddle. There it lies, shining in the early sun.

The party has in fact found a small, normal puddle of water.

As you press ahead the river bed becomes positively damp and quite easy to follow. The grass returns to a lush green and you start to find more small puddles of water dotting the river bed. Soon after you spot the first signs of water, your horses sense water up ahead, and start tugging wildly at their reins.

The party's mounts have become unruly and will bolt unless controlled. Each rider must make a riding proficiency check, failure indicates that the mount bolts straight toward the lake (non-proficient riders automatically have their mounts bolt). All riders on bolting mounts must make a second proficiency check or fall off (non proficient riders check vs. half their Dexterity scores). Falls inflict 1d6 points of damage.

Anyone who succeeds with a riding proficiency check can try to stop a runaway horse by making a second proficiency check at a −2 penalty. If this check fails, the proficient rider must make yet another check to stay on his own mount. If this fails, the rider falls and takes damage while his now uncontrolled mount bolts to the lake.

Anyone who arrives at the lake on a bolting mount must make a final proficiency or half Dexterity check to avoid being flung off the mount as it skids to halt and drinks.

When the PCs arrive at the lake, they'll spot a flock of vultures circling in the sky high above the lake. The vultures have been circling the lake for days, picking clean the dead carcass of the old river dragon.

When the PCs look out over the water, the first thing they see is the tip of a broken tower protruding from the surface. To the party's right is the entrance to a large canyon. Miles away on the far side of the lake, a thin stream of water leads off to the south. The party can also see the vultures diving into the canyon.

If they choose to investigate the tower, go to encounter 4a. If they head toward the canyon go to encounter 4b. If they skirt the lake and head toward the stream, go to encounter 5.

Encounter 4a:
The Palace in the Lake

This is the slain chiang lung's palace, which was ruined during the fight with Jeeng-dai.

> Looking down into the lake, you see the opulent walls of a small but luxurious palace. The walls and roof have been crushed in many places, as if by giant footsteps. You peer through the holes into rooms that put the emperor's palace in the Forbidden City to shame. You also see large jewels and gems glittering through the clear water.

While the party looks down at the riches of the palace below, Pok Liung removes his outer clothing down to his breechcloth and dives into the water. When he reaches the palace, he disappears from the view of the party above. Because he can eat gems, Pok dives straight for the dragon's palace to grab handfuls of gems to eat and to check for any survivors.

Characters who explore the ruins and bring treasure to the surface wind up with worthless glass and cheap copper trinkets—a chiang lung's valuables become worthless when removed from the lair unless they are freely given.

Pok returns to shore visibly shaken and disappointed. If anyone asks, Pok says he was searching for survivors. If questioned further, he explains that he was unable to find anyone and that everyone in the palace is dead.

The Palace

1. Tower: Normally 50 feet tall and 20 wide, the tower was broken when the body of the river dragon was pushed against it. When the lake was full of water, the tower allowed a person to stand waist high in water and observe the stars and all of the land around. The deceased river guardian used to turn invisible, swim to the top of the tower and stand on the platform so he could covertly observe the surrounding area.

2. Main Hall: This area is open on all sides. Opulent riches are scattered across the floor, but are so badly smashed that their component jewels and gems are all that remain. The chiang lung's six nature spirit servants met their end here. There bodies have long since faded away, but a few broken scraps of their equipment remain. Fragments of elaborately decorated furniture litter the floor. Close examination of this wreckage shows that the furniture must have been made by the most talented craftsmen. Pieces of wood still hold rare and precious gems and stones.

3. Living Quarters: These chambers were for the river dragon and any guests who stayed for a visit.

A. Master bedroom: This is sparsely furnished. The closet contains bedding and small pieces of furniture. Along one wall is a low desk with writing instruments and paper. The shelves above the desk used to hold rare and valuable books and scrolls, but Jeeng-dai took them.

B-D. Guest rooms: Each room contains a bed, a small dresser, and some small decorative knickknacks. On top of the small dresser in room B is a gold and silver mirror that will not change if removed from the lake (value 150 tael).

4. Servants' quarters and kitchen: The river dragon's servants lived and prepared meals in this area.

A. Kitchen: About half of the woks, stew pots, and sundry cooking utensils in here have been bent and crushed, but there still are several dozen intact items.

B. Storage room: This room was used to store food and other supplies. All of the food has either rotted or has been stolen or eaten by scavengers.

C-G. Servant's quarters: The only furnishings in these rooms are low wooden platforms used as beds and small plain dressers filled with simple clothing and a few combs and brushes. Each room has a shallow compartment set into the wall where formal clothing hangs. Any clothing taken to the surface will slowly crumble away as it dries.

Encounter 4b:
A Chiang Lung Skeleton

> As you near the mouth of the canyon, you can hear the beating of scores of wings.

The PCs have flushed out the last of the vultures feeding on the river dragon's skeleton. Some vultures head straight up, but some come flying straight out of the canyon toward the par

Well-fed scavengers, the v es do not intend to attack. If the party is surprised (normal chances), the vultures fly past the party quickly and are gone before the party can react. If the party is not surprised, each PC can make one attack with any ready weapon before the vultures fly by.

Vultures (20): Int Animal; AL N; AC 6; MV 3, Fl 30 (C); HD 1; hp 4 each; THAC0 19; #AT 3; Dmg 1-2/1-2/1-2; SZ M; ML 10; XP 15 each.

When the PCs finally enter the canyon, they see the skeletal remains of the river dragon's tail poking out from behind a turn. Unless they turn the bend in the canyon they cannot be certain what the bones belong to. Pok is eager to investigate, and he asks the PCs to wait while he scouts ahead. If the party agrees:

> Pok walks slowly toward the bend in the canyon. Before he reaches the bend he slowly pulls his sword from its sheath. After a slight pause, he jumps around the bend to face the unknown.
>
> When he completes his bold leap, he stiffens and freezes in his tracks, shocked as if he has seen a ghost. He chokes out one word: "Noooooooo!" And collapses to the ground.

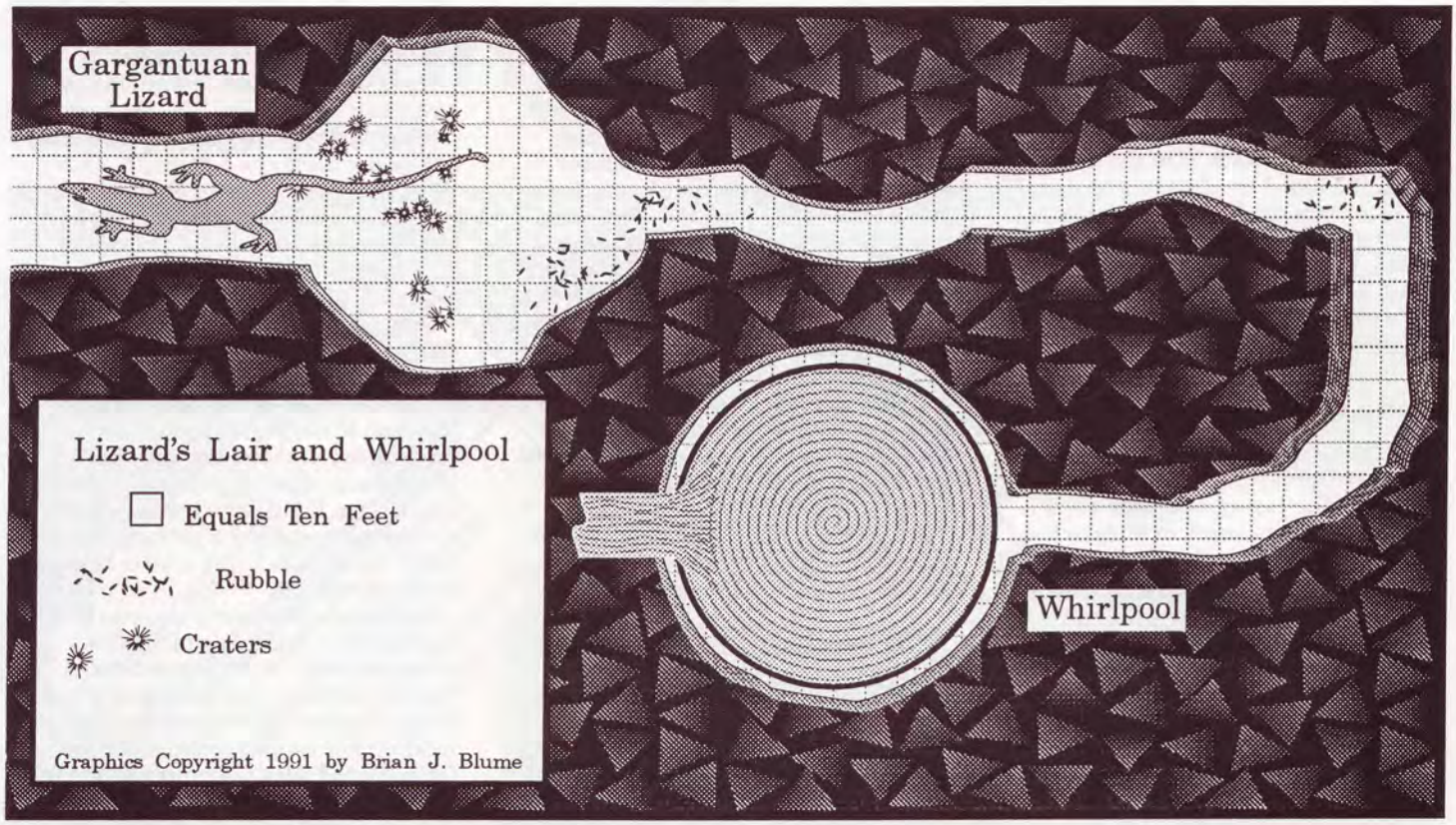
Seeing his predecessor reduced to a well-gnawed skeleton was a bit much for Pok.

When the party reaches the bend in the canyon, they also see the rest of the dragon's skeleton. The dragon's body is 120 feet long and the tail another 110 feet longer.

> The skeleton of a chiang lung, or river dragon, is stretched out along the canyon floor. Most of its ribs have been cleanly broken, and the neck has been snapped, leaving the head tilted at an unnatural angle. The flock of vultures alone could not have done all the damage.

If anyone asks, tell the party the bone fractures definitely were inflicted while the dragon was alive.

When Pok recovers (this only takes a minute or two) read the following:



Pok stumbles forward and kneels next to the skeleton. After a few moments, he rises to one knee and turns toward you.

"My friends, I knew this dragon well at one time.

"I passed through this area once, a long time ago. I found this lake and stayed here for the night. When I went to the shore to test the water, I found an elderly gentlemen sitting on that large stone right over there. When he asked me to share a meal with him, I gladly accepted.

"The next thing I knew, he was leading me toward the water's edge and into the lake itself. I stayed with him for a few days, and we swapped stories. He was immensely curious of the outside world, being secluded here for many years.

"When I saw what had happened to his river, I was afraid that this must have happened. It seems that we came along too late to be of any help. Whoever did this must be behind what has happened to the river and be the cause of this accursed drought.

"Let us leave now, there is nothing more that we can do here. I'm sure that the Celestial Bureaucracy will send someone to take proper care of his remains."

The dragon's skeleton has been picked clean, leaving nothing for the characters to find. If any of the party tries to further dismember or disturb the skeleton in any manner, they each suffer the loss of one honor point.

Encounter 5: Source of the Tokali River

The thin ribbon of water still left in the river bed makes it easy for the party to find the source of the river.

Although warm and a little silty, the water in the river can be consumed by both people and horses. Most importantly, the grass alongside the river bed is fresh and green and may be eaten by the horses. Food and water for everyone can once again be easily gathered, and the party will no longer need to use the supplies the pack horses carry.

After one week, the party reaches the source of the Tokali River. There, they find a shallow depression leading to a very large cavern.

At one time, this cavern was the outlet for the river's underground source, and it shows. Its walls and floor have been worn very smooth by flowing water, and the footing inside is treacherous.

The cavern leads down at a 30 degree angle, disappearing quickly from view. This, however, does not bother the current occupant, Jeeng-dai's gargantuan lizard. Jeeng-dai left his pet behind to guard the *gateway* that is drawing all of the water away from the river. The lizard is hiding deep inside the cavern waiting for prey. When someone gets close, it will charge out of the cavern and attack. Its bulk and clawed feet give it good footing on the slippery rock.

Gargantuan lizard: Int Low; AL CN; AC 2; MV 18, Sw 12; HD 50; hp 225; THAC0 5; #AT 3; Dmg 3-30/3-30/6-60; SZ G; ML 14; XP 43,000

When moving upright the lizard can trample (10d10 damage) and sweep its tail 90′ from side to side; anyone in the path of its tail must save vs. death or suffer 8d10 points of damage. The lizard regenerates four points of damage per round.

The creature's sheer size makes surprising the PCs impossible, but it does auto-

matically win initiative the first round. For the first two rounds of combat, the lizard can attack with claw/claw/bite. (Only after it has removed its tremendous bulk from the cavern can it perform a trample attack.) On the fourth round, the lizard finally extracts its tail and can begin to make sweep attacks.

During the fight, Pok Liung remains in his human guise until it looks like things are going badly for the party. Pok uses *bless* and *curse* when the lizard comes out of his lair.

Encounter 6: The Gateway

After the fight with the lizard, the party can enter the cavern. When walking down into the cavern everyone must make a Dexterity check or slide to the bottom of the cavern (5d6 damage).

> When you enter the cavern, you must tread softly on the slippery floor. After only a few feet you begin to hear the roar of water cascading somewhere deep in the earth.

After two hundred feet, the cavern narrows until it is 20 feet in diameter. As the tunnel descends, it twists and turns. After four rounds, the sound of the water becomes deafening. On the fifth round, the party turns around a sharp bend into a cavern that opens wide to form a large circular cavern.

The roar is coming from the large whirlpool in the center of the pool.

Once they enter the chamber, the PCs cannot communicate vocally—the roar drowns out all speech.

> The cavern is a sphere roughly 100 feet in diameter, and except for a narrow five-foot ledge that circles around the edge of the cavern, it is completely filled with water. The roar that deafens you and drowns out your speech is caused by the swiftly spinning whirlpool that fills the cavern. As fast as the water pours out of the 20-foot opening in the opposite wall, it flows into the whirlpool and is quickly gone from sight.

The whirlpool is created by Jeeng-dai's *gateway of symmetry,* which lies on the floor. When Jeeng-dai activated the *gateway* it began to divert all the water to Wa.

Anyone entering the water without a safety line is dragged under by the whirlpool and transported to Wa. If the party uses a safety line they must make a successful *open doors* roll or the whirlpool will pull the party member out of their grasp (if multiple characters hold the line, each one gets a roll). If they succeed in lowering a party member into the whirlpool without losing their grip on the safety line, the diver must make a swimming proficiency check or be too busy trying not to drown to find the *gateway,* (a large mithral ring). Non-swimmers can check vs. one third their Strength scores, rounded up.

To close the *gateway,* the party must use the correct command word (which they don't have) or physically destroy the gate. However, the current near the *gateway* simply is too strong to allow melee or missile attacks.

If the PCs are having difficulty with the *gateway,* or are reluctant to enter the whirlpool, Pok Liung speaks:

> "The Celestial Emperor has sent me to take the place of my deceased predecessor as guardian of this river. My duty requires me to find out where this whirlpool leads. If you accompany me, you will be able to breathe underwater until we can get to a place with air that you can breathe."

If the party accompanies Pok into the whirlpool, the dragon takes them through the *gateway* and into Wa.

This ends part one of Sea of Fire

New Magic Item

Gateway of Symmetry: Long before humans recorded history in the land of Kara-Tur, a powerful nature spirit residing in the depths of a volcano located somewhere off the coast of what is now the country of Wa began constructing these items to allow him quick passage between his island and the rest of Kara-Tur.

Each *gateway* consists of a bowl and a ring, each about a foot across, made of mithral (which is very rare in the eastern lands). A *gateway of symmetry's* power is dependent on measurements more precise than a mortal can make. Even the original nature spirit had to laboriously copy each *gateway* from the original, which still lies hidden in the volcano, protected by a permanent *time stop* spell. All attempts to pattern new *gateways* from existing copies fail unless a *wish* is used to make the measurements perfect, as even the best copies change a little over time.

There are two possible ways to power a *gateway of symmetry.* The most effective method requires the 8th level wizard spell *gateway* (see *FORGOTTEN REALMS® Adventures*). A *gateway* spell used in this manner lasts one week, plus one week per level of the caster and always has a 100% chance of success.

Each end of an active *gateway of symmetry* is a vertical, disc-shaped field about 12 feet across. The two fields can connect any two points on the Prime Material Plane regardless of the distance between them, but each half of the *gateway* must be physically placed by the user. Unlike the *gateway* spell, the portal created by a *gateway of symmetry* allows non-living matter to pass freely through it.

Gateways of symmetry also can be linked into a network which allows creatures with the proper command words to enter at any point and travel to any location in the network. Each location has its own command word. Once opened with the proper command word, the *gateway* remains open, allowing non-living matter and creatures who don't know the command word to follow the same path, in either direction, that the command word user followed. A separate command word closes the *gateway.*

The second method to active a *gateway* is to place a magical item into the bowl. This destroys the item completely, reducing it to a sparkling dust that will blow away on the first breeze. The bowl does not function with artifacts, relics or holy symbols of any kind. When activated in this manner, a *gateway* remains open one round for each "plus," dose of a potion, or for each charge left in a magical item.

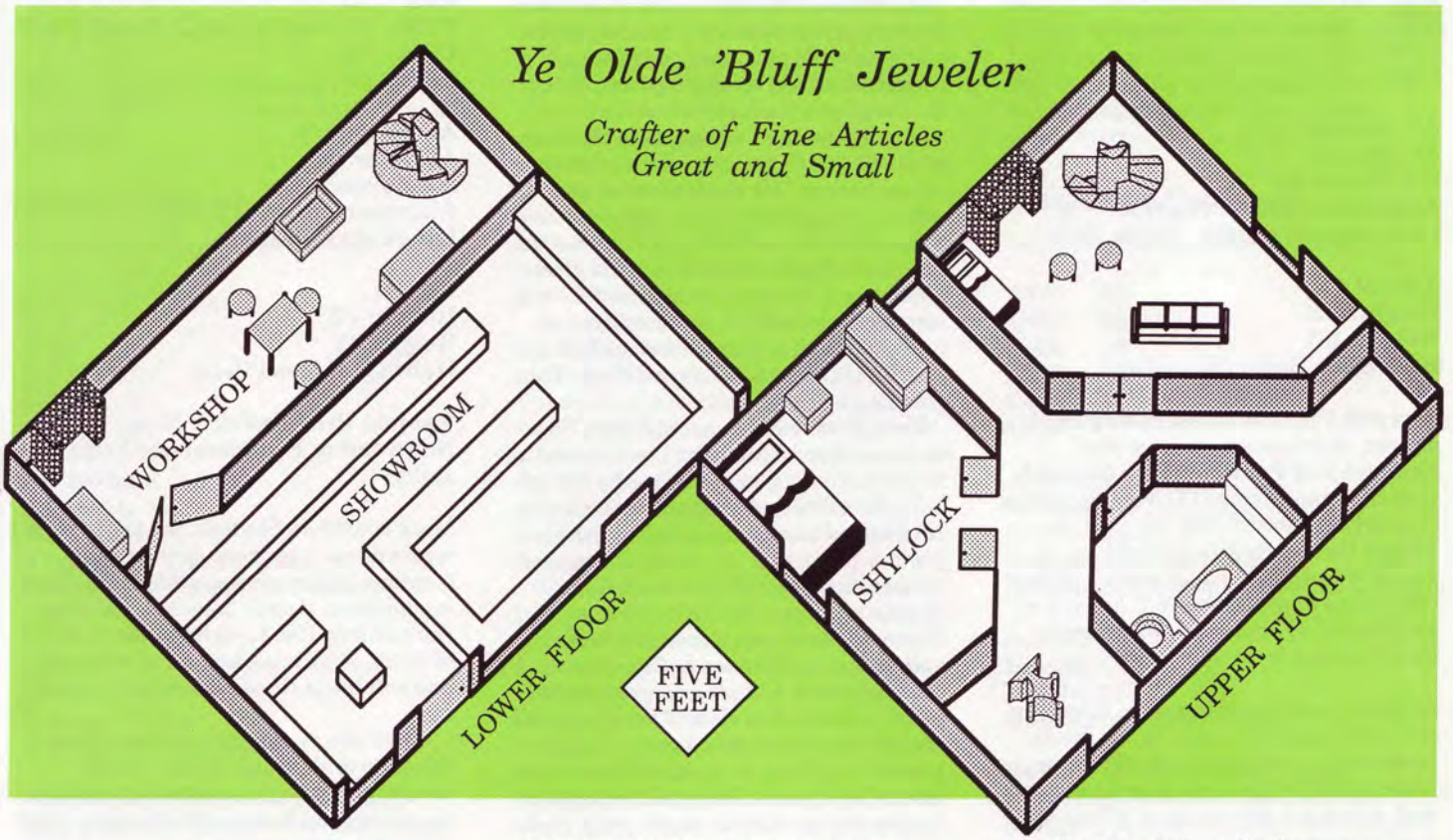
Using a magical item requires no command word, only a very clear thought of the destination gate. If the user does not know where the other end of the *gateway* lies, he cannot use it, though the magic item still is destroyed. However, once the *gateway* is opened and used, anyone or anything can follow the user, and the *gateway* can be kept open by placing more magic in the bowl.

Currently there are between 50 and 100 *gateways of symmetry* in the Prime Material Plane.

XP Value: 4,000 **GP Value:** 35,000 ❑

The Living City

Ye Olde Bluff Jeweler



by Alan Zak

Few approach the reputation, and fewer still the wealth, of Shylock Revahl, proprietor of Ye Olde Bluff Jeweler.

Located in the high-class business (uptown) district of Ravens Bluff, Ye Olde Bluff Jeweler rests in a two-story building made of polished white marble. Its roof is a stark contrast, made of lustrous obsidian tile.

The master jeweler opens his shop early each day, as he delights to see the morning sun's first rays shimmer across his dazzling array of jewelry.

Shylock is glad to fulfill every order, from crafting small golden bands for a local wedding to creating a marvelous tiara befitting royalty. He is able to make virtually any conceivable piece of jewelry, and the prices are a reflection of the time, effort, and materials he puts into each work of art. Shylock enjoys using his talents as much as he enjoys garnering wealth from them.

Ye Olde Bluff Jeweler is commonly frequented by wizards who seek the finest rings, brooches, arm bands, and other jewelry to contain their magical spells and energies.

Shylock also possesses a large quantity of valuable gems—from everyday garnets to priceless diamonds. In addition, he usually keeps several jars of uncut and polished stones for customers who cannot afford finished gems.

Depending on the complexity of a requested piece, Shylock requires from one day to several weeks to complete an order. Rings, bracelets, pins, and other small trinkets often can be finished within a day. Brooches, necklaces, and amulets could require several days' work. Crowns, statues, and other large endeavors require weeks to finish because of the intricacy of the pieces and the care Shylock employs.

Shylock also takes great care presenting his shop. A large front room on the first floor is open to the public. Here, Shylock's wares are exhibited in specially-locked glass display cases mounted on shelves. Beyond the showroom is Shylock's cluttered workshop which is filled with stools, workbenches, a myriad of tools, and a coal-fire smelter to aid in purifying and shaping precious metals.

An elegant wrought-iron and steel spiral staircase leads from the first floor to Shylock's living quarters. These include an opulent master bedroom, a luxurious bathroom, and a homey, but spacious den. The den has been modified to accommodate a bed for Shylock's adopted daughter, Mink. Throughout the upper floor are many precious art objects, including paintings, statuettes, and figurines crafted from gold, jade, and other precious materials.

Shylock Revahl

16th Level Male Human Thief

STR: 16
INT: 13
WIS: 14
DEX: 18
CON: 13
CHR: 15

AC Normal: −3
AC Rear: 1
Hit Points: 58
Alignment: Chaotic Neutral
Languages: Common, Elvish, Pixie

Age: 54
Height: 5′2″
Weight: 181
Hair/Eyes: Brown/Silver-Gray

Weapon Proficiencies: Blow gun, dagger, short sword, quarter staff
Nonweapon Proficiencies: Gem cutting (17), appraising (13), ventriloquism (11), artistic ability (16)
Magic Items: *Ring of invisibility, short sword +2, dagger +1, gauntlets of dexterity, ring of protection +3, bracers of defense AC 4, amulet of proof against detection and location*

Shylock Revahl was born the third son of a poor peasant family in the lands surrounding Calaunt in the Eastern Heartlands. What little spare time he had was spent dreaming of glittering gold, fabulous jewels, and riches. He disliked waking early each day to a life of slopping pigs and milking cows. So one evening, following a brutal argument with his parents, a 12-year-old Shylock fled his home carrying only a few meager possessions, including a crudely crafted iron ring, a remarkable pin shaped in the likeness of a cobra, and several other trinkets fashioned from wood, bone, and scraps of common metal—all of which the youth had made.

Shylock wandered north for a few days until he encountered a carriage being pulled by a single mule. The driver was an amiable dwarven merchant called Grax, whose attire was fine and bejeweled. Admiring the minor masterpiece of a cobra pin Shylock had crafted, Grax offered the youth a ride in exchange for the piece. Shylock quickly agreed, and the pair continued north.

Out of sympathy for the talented young lad, and with hopes of reaping a profit from Shylock's abilities, Grax offered the youth a job.

Grax took his new-found "pupil" to his home in a glade southeast of Mulmaster. Shylock spent the next few years there, honing his skills at jewelcrafting. Grax quickly took the youth's pieces and rushed them to town to sell.

Eventually Shylock realized Grax was exploiting him. One cold moonlit night, while Grax slept soundly, Shylock packed all of his belongings, including his latest projects, and headed off.

During the next many years Shylock journeyed with various bands of adventurers and put his dexterous talents to use as a thief. But as he grew older he realized his adventuring life was becoming increasingly dangerous. And after amassing a fortune few men could imagine, Shylock said his last goodbyes to his adventuring friends and opened a jewelers business in Ravens Bluff. That was 12 years ago.

Though now in his early fifties, Shylock is in good health for his age, and he is quite strong and agile despite his potbelly. His face is usually clean shaven. However, when enmeshed in a detailed jewelry project he forgets to shave, and a black and gray stubble covers his cheeks and chin. While in the shop, Shylock wears superior gold-rimmed spectacles and dresses in fine clothes that he orders from the city's most expensive tailor. His closets are filled with embroidered breeches, boots of supple goatskin leather, elegant silk tunics, and velvet cloaks. Many of these are in somber colors of dark green, gray, and black. However, there are a few outfits of brighter hues for special occasions.

While traveling, his appearance changes drastically, as he dresses in a rough cloth shirt, soft boots, and dark-colored breeches. This is usually topped off with a plain, hooded brown cloak. When away from his shop, Shylock always carries his ironclad quarterstaff and totes his sheathed short sword and dagger about his waist. No matter where he is, the master jeweler is never without his magical rings—each one worn on a middle finger—his *amulet*, and *bracers*. He journeys without little outward finery because he does not want to attract the attention of thieves and petty highwaymen.

His closest companion is Mink, an orphan girl he found 11 years ago in a basket on his doorstep. He named her for the blanket of rich fur she was wrapped in. Shylock treats her as if she were his natural daughter.

Mink Revahl

0 Level Female Human

STR: 10
INT: 14
WIS: 17
DEX: 15
CON: 12
CHR: 16

AC Normal: 9
AC Rear: 10
Hit Points: 4
Alignment: Chaotic Neutral
Languages: Common

Age: 11
Height: 4′3″
Weight: 82
Hair/Eyes: Blond/Hazel

Weapon Proficiencies: None
Nonweapon Proficiencies: Artistic ability (17)

Mink considers Shylock her father. She wears dresses tailored in the finest fashions, although she prefers gallivanting about in sturdy breeches and well-worn shirts. Her favorite outfit is a pair of short, gray breeches, a red silk shirt, and soft boots lined with white rabbit fur.

When she is not doing chores about the shop and gazing widely at the jewels, she is seen scampering outside the taverns of Ravens Bluff, where she sells her wood carvings.

Her chief ambition is to become an adventurer. She has become obsessed with the idea after listening to the innumerable stories from her father and the patrons of local taverns. Mink also wants to be a thief, and everyday she encourages her father to teach her some rudiments of thieving. ❑

The New Rogues Gallery

The Odd Couple

by David Carl Argall

This magical match can serve as interesting NPCs in your next AD&D® game session.

Willac Tatthryd

Female Ogre Priest/Fighter 3/3

STR: 18/49
INT: 8
WIS: 14
DEX: 10
CON: 9
CHR: 8

AC Normal: −3
AC Rear: −2
Hit Points: 16
Alignment: Chaotic Good
Languages: Common, smattering of Ogre

Age: 23
Height: 9′5″
Weight: 533 lbs.
Hair/Eyes: Black/Brown

Weapon Proficiencies: Footman's flail, footman's mace, horseman's flail, morning star
Nonweapon Proficiencies: Healing (13), riding/land (17), religion (14), animal handling (13)
Equipment: Small silver shield, horseman's flail, footman's mace, silver holy symbol
Magic Items: *Plate mail of etherealness* (19 charges), *potion of mammal control*

Spells/day: 4 1
Spheres: All, astral, charm, combat, creation, divination, elemental, healing, necromantic, protection, summoning, sun
Spells usually carried: *Cure light wounds, command, light, detect magic, hold person*

Willac looks like a typical ogress, despite her human heritage. Her skin is nearly as dark as her dirt-brown eyes, and her long black hair is braided in three strands that extend to the middle of her back. Willac is fond of wearing armor, and is rarely without it. She polishes it and her small shield to mirror brightness almost every day.

Born a male human in Hillsfar, Willac was raised by his poor farmer father. The youth was attracted to religion early, disdaining the common life, and became an adventuring priest. However, during an expedition to Cormyr two years ago, he was killed by a bear. Willac's temple quickly had him reincarnated, but the results were unexpected. Willac became an ogress.

In her new body, Willac began learning fighter skills, wanting to take advantage of her new-found strength. All the while she continued her priestly training. Although she has now adjusted to her new body and sex, she does not fit in well with the temple's other priests and priestesses. Her human peers sometimes feel uncomfortable in her presence.

She adventures when she feels especially out of place, joining with various groups of heroes looking for a strong arm and a quick *cure light wounds* spell. Unfortunately, she is not able to turn undead. Willac believes she lost this ability when she was reincarnated into her new body.

Her most notable adventure occurred when her party was overwhelmed by a band of ogres. She and her companions were taken to the ogres' camp, where they were going to be the main course for dinner. Meal plans rapidly changed, however, when the ogre chieftain gazed upon Willac's beauty. The wily Willac was able to get the chieftain drunk, and she and her party made good their escape—with the chieftain's *plate mail of etherealness.* Willac claimed that trophy, and her adventuring friends didn't argue.

Willac is warm and friendly, although few strangers know this because it is difficult to distinguish her smile from her snarl. She is usually gentle and peaceful, often trying to persuade her adventuring companions not to attack. She has even been known to heal those who fought her.

The ogress recently married a fellow adventurer named Bregubrod Dryctcyni, who pledged his undying love to her. Bregubrod had courted Willac for several months, and at first the ogress felt awkward because the human lavished so much attention and affection on her. However, she eventually grew to love him, too, and agreed to be his wife. She is adapting to marriage, and she takes Bregubrod's advice on nearly every matter.

Bregubrod Dryctcyni

5th Level Human Male Conjurer

STR: 10
INT: 18
WIS: 8
DEX: 12
CON: 18
CHR: 8

AC Normal: 6
AC Rear: 6
Hit Points: 29
Alignment: Chaotic Good
Languages: Common, ancient Common

Age: 22
Height: 6′7″
Weight: 177
Hair/Eyes: Black/Brown

Weapon Proficiencies: Dagger
Nonweapon Proficiencies: Ancient history (17), brewing (18), read/write Common (19), read/write ancient Common (18), spell craft (16), herbalism (16), rope use (12)
Equipment: Leather backpack, four leather sacks, 10 daggers, nine vials of holy water.
Magic Items: *Potion of invisibility, potion of mammal control*

Spells/day: 5 3 2
Spellbooks: Level One: *Armor, burning hands, cantrip, charm person detect magic, enlarge, grease, hypnotism, jump, light, mount, read magic, shocking grasp, sleep, spook, unseen servant;* Level Two: *Glitterdust, improved phantasmal force, Melf's acid arrow, mirror image, rope trick, summon swarm;* Level Three: *Flame arrow, invisibility 10′ radius, vampiric touch*

Bregubrod is a daunting figure. Dark complected, he dresses in dark clothes, wears his long black hair straight, and appears gaunt because he is so thin.

Bregubrod began his adventuring

career a little more than a year ago. At the time, the conjurer had a darker soul and fancied becoming a lich as he rose in power. Because of his aspirations, he gave little thought to accepting a position as a henchmen to an ogress. He was horrified when he discovered he was actually working for a goodly-aligned reincarnated human priest. However, by then he had begun to enjoy the company of the ogress and her adventuring friends. Their presence—and the ogress' continual preaching—caused him to become a better person. He credits his companions for saving his soul.

Bregubrod became infatuated with Willac after tasting too much of a potion, which turned out to be a *philter of love*. Willac was the first creature he saw when the magic took effect. He persued her until she agreed to marry him.

Despite Bregubrod's improved personality, he is still greedy. He is quite eager to help others, but he often insists on helping himself in the process. He frequently offers to trade spells—but only if he can learn more spells than he teaches. He shows a strong desire to save lives, particularly if the injured individuals owe him money.

Like many wizards, Bregubrod is cautious. He almost always carries an *armor* spell and totes with him many vials of holy water (in the event of meeting undead). In combat, his first spell is almost always *mirror image*.

The conjurer usually acts in a cold, reserved manner. He is not one for idle conversation, preferring to spend his time studying magic or ancient lore.

He is devoted to Willac, and has learned to ignore the biting comments the couple receives in towns they visit. He is quick to please her, and despite his selfish nature he frequently buys her gifts. Bregubrod considers himself in charge of their finances and likes to determine which adventures they will participate in.

Adventure Ideas

• Bregubrod has been reading a lot about ancient history lately and has pieced together hints and legends about ancient treasures. However, he needs a band of adventurers to help he and Willac recover the valuables. He tries to persuade a group of player characters to join his expedition—but he insists on getting the biggest share of any recovered treasure.

• Bregubrod and Willac have been in town too long and are looking for excitement. Bregubrod wants he and his wife to join the next group (the player characters) leaving town. Adventuring groups lead to wealth and magic, and Bregubrod wants a little more of both.

• Bregubrod informs a group of player characters that he possesses expert knowledge of the nearby lands and would be a great guide—for a price. If the PCs are traveling to a place Bregubrod does not know about, he will credibly fake information on the area, or he will quickly research it if he has a few days before the trip.

• Magical investigation has revealed that Willac is under a curse which prevents her from turning undead. The PCs are called upon to find a means to remove the curse.

❑

Into The Dark

Fun With The Living Dead

by James Lowder

There seems to be little middle ground when it comes to discussing zombie flicks: you can either stomach the genre (and the gore so common in living dead films) or you can't. The best of the genre—like Romero's "Dead" trilogy—is worth serious study. The rest . . . Let's put it this way: there's a whole class of "gut-munchers" that most of you should watch only on a dare—movies like *Cannibal Apocalypse* or *Cannibal Ferox.* You know, flicks that make *Evil Dead II* look like *The Sound of Music.*

For those of you who really love zombie films, check out the anthology of Romero-inspired short stories, *The Book of the Dead,* and the cinema-related horror anthology, *Silver Scream* (especially the Douglas Winter story, "Splatter: A Cautionary Tale"). As for the films here, they are rated as follows:

You can't get any better	*****
Entertaining and enjoyable	****
There are worse films	***
Wait for cable	**
A waste of good tape	*

White Zombie

1932, 68 Minutes
United Artists
Director: Victor Halperin
Cast: Bela Lugosi, Madge Bellamy, Robert Frazer
*****1/2**

The publication of *The Magic Island* in 1929 exposed America to the dark side of Haitian culture for the first time. The book also added a new monster to the roll call of cinema nasties—the zombie.

White Zombie was the first zombie film to come from Hollywood. A low-budget quickie, it was shot in a couple of weeks. The filmmakers borrowed sets from various Universal classics like *Dracula* and hired Bela Lugosi, the newly risen star of that same film, reportedly for the paltry sum of eight hundred dollars. The resulting film has its flaws, but overall it is a creepy, entertaining bit of cinema history.

The story is set in Haiti. To win the love of a young woman, a plantation owner (Robert Frazer) turns to the nefarious Murder Legendre (Bela Lugosi). The villain provides the means to sap the woman's will and turn her into a beautiful but mindless zombie who will be subject to the rich man's whims. It's up to a local doctor and the woman's rather hapless fiance to save her from this terrible fate.

Like the best early 30s "monster" films, *White Zombie* traffics in a subtle kind of horror. In one scene, for example, Legendre sits across a table from a man he has poisoned with his zombie-creating drug. He idly watches the twitching victim, noting with some regret that, because the man can't speak, he can't describe what it feels like to die from the drug. This exchange carries much more impact than any of the bloody deaths in the *Friday the 13th* series.

White Zombie suffers quite a bit when Lugosi isn't on screen. At times the acting slips into melodramatics; in fact, silent film star Madge Bellamy is far more believable as a zombie than as a living person. Still, the few great scenes are definitely worth braving the uninspired links that join them, especially since the film runs only sixty-eight minutes.

You hardcore comic book fans might recognize the name Murder Legendre. He was resurrected a few years back as the villain for the *Prowler* series from Eclipse. They even drew him to look like Lugosi.

Day Of The Dead

1985, 100 Minutes
United Film/Laurel
Director: George A. Romero
Cast: Lori Cardille, Terry Alexander, Jarlath Conroy
****

More than any single filmmaker, George Romero has defined the zombie genre. His thought-provoking, terribly gruesome "Dead" films have challenged audiences and critics for more than twenty years, since the release of the original *Night of the Living Dead* in 1968.

In *Day of the Dead,* the third entry in his epic series, Romero tells the story of a small group of humans hunkered down in a vast underground complex, trying to weather the plague of man-eating corpses. The real tension in the film comes not from the zombies, but from the military and scientific cadres who battle for absolute control of the complex. Only three people seem capable of rising above this self-destructive squabbling, but the only alternative presented these "heroes" seems to be the absolute abandonment of society as we know it.

Pretty heady stuff for a film that boasts lots of gory dismemberments and hordes of disgusting, half-decayed zombies. That emphasis on philosophy is what places Romero's films head and shoulders (severed, of course) above most other "living dead" flicks. The message of *Day of the Dead* is simple: no matter how great the upheaval, nothing can make mankind stop trying to control the world or cease its destructive infighting.

A need to state this philosophy overwhelms Romero's storytelling in *Day of the Dead.* The set speeches about mankind's folly aren't integrated well with the action, and at times the film plods along like one of the story's ghouls. This isn't the best of Romero's zombie flicks, but it is a tale worth your attention. Be forewarned, however, the deaths are shockingly gory; don't eat rare meat or anything with tomato sauce before viewing *Day of the Dead.*

Gates Of Hell

1983, 93 Minutes
MPM/Paragon
Director: Lucio Fulci
Cast: Christopher George, Katriona Mac Coll, Janet Agren
*****

Obviously the people who live in the world of this film don't read much horror fiction or play *Call of Cthulhu.* If they did, they'd know how stupid it is to live in any town called Dunwich, especially one in Massachusetts.

Director Lucio Fulci had a big international hit with *Zombie,* a film whose real claim to fame is that somebody gets an eyeball impaled upon a large wooden splinter during a fight with one of the

living dead. *Gates of Hell* is a sort-of sequel to *Zombie,* though it can certainly boast that it is more creatively disgusting than its predecessor.

When a priest hangs himself in the Dunwich graveyard, he opens the gates of hell and the dead start to rise. A psychic from New York, along with an investigative reporter, race to save the town and the world from the living dead, but they must confront the unexplainedly undead Father Thomas to close the portal.

The first half of this film is terribly confusing, with frequent scene changes and a mob of undefined characters roaming about, waiting for the carnage to start. We get lots of close-ups of eyes, vague murmurings about the apocryphal religious tome called the *Book of Enoch,* and a weird subplot about a disturbed local guy named Bob who supposedly takes women out into the woods and does nasty things to them (shades of *Twin Peaks*).

When the story gets rolling, we are subjected to women who cry blood, a guy getting a drill through his head—which we see from a half-dozen angles—a rain of maggots, and an unfortunate young lady who vomits up her entire digestive tract, in close-up.

Well, I told you it was disgusting.

You'll find this sort of gore in Romero's films, but Fulci's work lacks the strong characters, underlying philosophical theme, and basic, solid filmmaking techniques that make movies like *Dawn of the Dead* more than a way for you to test your endurance for graphic violence. Even with the heavy-duty shocks, *Gates of Hell* is simply tedious.

Horror Of The Zombies

1974, 90 Minutes
Independent International
Director: Armando De Ossorio
Cast: Jack Taylor, Maria Perschy
1/2

Horror of the Zombies is the third in a four-part cycle of Spanish horror films known as the "Blind Dead" series. It is, by many accounts, the worst of the lot, though its also the only one readily available on video in the United States.

Though it's never explained in *Horror of the Zombies,* the premise for the series is this: a 13th century religious sect called the Templarios was blinded and executed for killing women during its dark rituals. These "blind dead" come back from the grave in various spots around Spain and wreck havoc, mostly by chasing nubile young women. Since they can't see, I'm not certain how they can tell where the women are, but they seem to possess some sort of sixth sense about such things.

Obviously, I'm not taking this one very seriously.

Horror of the Zombies is a textbook case of a plot relying entirely on the main characters' stupidity. Two models left in a boat for a publicity stunt encounter a ghostly, decrepit Spanish galleon with no one aboard. What do they do? Leave their own boat, of course, then wander off in separate directions to be slaughtered by the zombies who live in crates in the ship's hold. The same rampant idiocy takes control of the rescue party, too.

Creaking wood, shuffling skeletons, and badly projected fog are the director's way of letting us know this is a horror film. That's rather courteous of him, since there's nothing else in *Horror of the Zombies* that might make you think so otherwise.

By the way, the rescue party is made up of a boat owner, a sailor, a professor, and two women (one of whom is a model). Add the Howells to the guest list and they'd be all set. Most episodes of *Gilligan's Island* had more tension than this film, though, especially the one when Gilligan dreamed he was Jack the Ripper. . . .

Return Of The Living Dead

1985, 91 Minutes
Orion
Director: Dan O'Bannon
Cast: Clu Gulager, Miguel Nunez, Linnea Quigley
******1/2**

Return of the Living Dead was released the same summer as Romero's *Day of the Dead.* The two films show clearly that the zombie genre can bear heavy satire as well as serious philosophical discussion.

The zombies in this film are really unlike any depicted in the other films reviewed here. They're fast on their feet and can speak—though usually they do so only to cry out for human brains, their favorite food. This makes the zombies more frightening in that they're harder to run from, but it also lessens the tension brought on by the sight of a horde of relentless, shuffling dead men.

The premise for *Return of the Living Dead* shows how firmly the filmmaker's tongue was planted in his cheek. On his first day as a stock boy at the Uneeda Medical Supply warehouse, Freddie learns that the film *Night of the Living Dead* told a true story—sort of true, anyway. The real cause of the zombie plague was a government chemical experiment. His co-worker can prove this because the warehouse mistakenly received one of the crated-up zombies years ago; the drum holding the thing is in the basement. Being of government issue, the drum springs a leak, and the zombie plague is started all over again.

Like Stuart Gordon's Lovecraft adaptations or Raimi's *Evil Dead* flicks, *Return of the Living Dead* tries hard to make you groan in disbelief at its tasteless humor. When the zombie-chemical spreads through the medical supply warehouse, pinned butterflies begin to flutter and a split, mounted dog whines at our unnerved heroes. After discovering that destroying a zombie's brain will not "kill" it—the tried and true method from the Romero trilogy—Freddie cries, "You mean the movie lied?"

The film does have its share of genuine chills, but these are always broken by cynical humor, right up to the bleak, apocalyptic final moments.

There is a sequel to *Return of the Living Dead,* but it has none of the cynical humor or original wit of the first (in fact, there's only one funny scene in the sequel; a Michael Jackson lookalike zombie gets hit by a bolt of electricity and "dances" around). Avoid it at all costs.

Thanks to all of you who've written recently with comments about *Into the Dark* and suggestions for films to be reviewed. In two issues, I'll be doing a reader request column. Next time, we're off to the desert to see what sort of movies might get you in the mood for the new Arabian Adventures campaign setting.

To all you bad movie fans out there, you should be watching *Mystery Science Theater 3000.* The show, which currently airs on cable's Comedy Central, features some of the most entertaining honkers around. The running commentary by the host and his robot sidekicks is not to be missed. Check local listings for air times.

❑

GAMMA WORLD® Game Loot

Tons Of Treasure In The New Edition

by Bruce Nesmith

The new edition of the GAMMA WORLD® game finds its ways to hobby shop shelves in April.

To whet your appetite for this irradiated role playing game, here's a sneak peek at the treasure chart and three of the game's random treasure tables.

Looting the bodies of opponents is a favorite pastime of GAMMA WORLD game player characters. Loot can come in two basic forms, money and artifacts. The domar, money, is not universally accepted outside of the civilized circles of the towns and cities.

The table above classifies how much loot a creature might have. Each creature has its artifacts classifications listed. Merely reference the table above to determine how much of each type of artifacts is available. Each item has a 75% chance of being there. For example, in loot Class A there is a 75% chance of domars (1d10x10), a 75% chance of junk, and a 75% chance of tech III artifacts. Any artifact that uses powercells has a 50% chance of being found with one. Guns have a 50% chance of being found with 2d6 rounds of appropriate ammunition.

Loot types U-Z are for individuals. Keep in mind that useful loot owned by a group is usually being carried. There isn't much point in having a black ray rifle and leaving it at home.

Useful items on the treasure table are in poor condition if found as junk or baubles.

The tables below are only a smattering of the possible artifacts that can be found. The Game Master should feel free to choose his own items rather than roll them on the tables. Just look around your house, garage, or work place. There is bound to be something wonderfully suited to the game.

Junk (complexity 4): Technically these are artifacts. However, they are either in miserable condition, or they are so minor that they are next to worthless. Sometimes minor spare parts can be culled from a pile of junk. As a result there is a market for them, and each piece of junk is worth 1d10 domars.

Loot Type	Quantity Found*				Artifacts by Tech Level**			
	Domars	Junk	Baubles	Curiosities	III	IV	V	VI
A	1d10x10	1d4		1				
B	1d10x100	1d10	1d6	1d4	1-2	1		
C		2d10	2d8	2d6				
D		1d6	2d10	1d8	1-2			
E			1d6	2d10	1d4	1-2		
F			1d4	2d10	1d4	1d4		
G			1-2	2d10	1-2	1d4	1-2	
H				2d6	1d6	1d4	1-2	
I				1d4	2d6	1d8	1d4	1-2
J				1d4	1d8	2d6	1d6	1d4
K				1d4	1d4	1d8	2d6	1d6
L		1d6	1d6	1d6	1d4	1d4	1-2	
M		1d10x10	1d8x10	1d6x10	2d8	1d6	1-2	
N	1d10x100	1d4x10	1d6x10	1d10x10	1d8	1d10	2d8	2d6
O	1d10x10	2d10	2d10	2d10	1d4	1d4	1d4	1d4
Individual Loot								
U		1d4	1d4	1d4				
V	1d4	1-2	1-2	1-2	1-2	1-2	1-2	1-2
W	1d10x10				1-2	1-2		
X	1d6x10			1d4				
Y	2d8		1d4					
Z	1d6	1d4						

* All loot types have a 75% chance of appearing in a treasure cache.

** All artifacts have a 50% chance of being found with a powercell. Guns have a 50% chance of being found with 2d6 rounds of ammunition.

Baubles (complexity 7): This is high quality junk. Most baubles are in fair condition, and there is a reasonable chance of finding useful spare parts. The market for them is 4d10 domars each.

Curiosities (complexity 10): These are all items of reasonable quality. Most curiosites are valuable spare parts or small convenience items. As a rule, the individual pieces are not very useful to a player character. However, they can be sold for 2d10x10 domars each.

Tech Level Artifacts: Items in these categories are useful, and the player characters may want to keep them. They can be sold at their individual prices.

1d100	Junk, Baubles, Curiosities
1	Ballpoint pen
2	Kaleidoscope
3	An iron
4	Film can, with film
5	Wind up alarm clock
6	Manual pencil sharpener
7	Hand-held electric fan
8	Globe
9	Empty butane lighter
10	12 volt car battery
11	Squirt bottle of hand soap
12	Brief case
13	Kid's squirt gun
14	Bicycle pump
15	Stopwatch
16	Barricade flashing light
17	Electric BBQ coal starter
18	Dog whistle
19	Talking doll
20	Hearing aid
21	Sports trophy
22	Multipurpose knife
23	Sunglasses
24	Ceramic mug
25	Door knob
26	Keys
27	Military medal
28	Engraved belt buckle
29	Pinking shears
30	Adjustable wrench
31	Fishing rod
32	Can of motor oil
33	Brass name plate
34	Stapler

Illustration by Dave Zenz

35	Tape dispenser
36	Blank computer disk
37	Spark plug
38	Gears
39	Nuts and bolts
40	Cassette tape, music
42	Baseball glove
43	Rolodex, empty
44	Metal cheese slicer
45	Capaciters & resistors
46	Electric carving knife
47	Locket
48	Puzzle cube
49	Electric toothbrush
50	Electric razor
51	Manual can opener
52	Blow dryer
53	Garden water sprinkler
54	Children's book
55	Small machine parts
56	Electronic speller
57	Credit card imprinter
58	Price tag gun
59	Emergency beeper
60	Typewriter
61	Circuit board and chip set
62	Wall plug timer
63	Hot plate
64	Empty pump spray bottle
65	Joy buzzer
66	Electronic die roller
67	Toy helicopter
68	Flour sifter
69	Swim goggles
70	Wall thermometer
71	Barometer
72	Garage door opener
73	VCR remote
74	Blood pressure kit
75	Combination lock
76	Bunsen burner, no fuel line
77	Holocube, showing a family
78	Radio receiver in an ear plug
79	Electronic street map
80	Label maker
81	Pocket calculator
82	Earphones
83	Smokeless ashtray
84	Slide projector
85	Toy space gun, lights and sounds
86	Can of rubber balls
87	Electrical bathroom scale
88	Paintball gun
89	Electrical extension cord
90	Putty gun
91-100	Roll on large item table

d20	Tech V Artifacts
1	Communicator
2	Glow cube
3	Energy Cloak
4	Envirolyzer
5	I.D. card
6	Hazmat Suit, rad suit (50/50 chance)
7	Lamprey disk
8	Lexicon, computer
9	Medikit
10	Motion detector
11	Powercell, hydrogen
12	Powercell, solar
13	Solar charger
14	Tool set
15-20	Roll on tech V armor/weapons chart

d20	Tech V Armor/Weapons
1	Blaster, Mark V
2	Drone weaver
3	Energy mace
4	Forcefield generator
5	Flying blades
6	1d6 Grenades
7	Hazmat suit
8	Laser pistol, IR
9	Laser rifle, IR
10	Laser rifle, UV
11	Micromissile
12	Needler
13	Rad suit
14	Screamer
15	Smart dart
16	Stun ray pistol
17	Stun ray rifle
18	Tangler
19-20	Scope, IR or laser ❑

Air Fish

by Tim Beach

	Shark	Piranha	Ray, sting	Catfish	Trout	Goldfish	Neon
CLIMATE/TERRAIN:	Humid tropical	Humid tropical	Humid tropical	Humid tropical/ temperate	Humid tropical	Humid tropical	Humid
FREQUENCY:	Rare	Rare	Rare	Rare	Rare	Rare	Rare
ORGANIZATION:	Pack	Shoal	Group	Group	School	School	School
ACTIVITY CYCLE:	Any	Day	Day	Night	Night	Day	Any
DIET:	Carnivore	Carnivore	Carnivore	Carnivore	Carnivore	Omnivore	Omnivore
INTELLIGENCE:	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)	Non- (0)
TREASURE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
ALIGNMENT:	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral	Neutral
NO. APPEARING:	2-8	5-30	1-3	1-3	2-20	1-20	6-120
ARMOR CLASS:	6	8	7	9	9	8	7
MOVEMENT:	Fl 24 MC: C	Fl 6 MC: C	Fl 9 MC: D	Fl 6 MC: C	Fl 6 MC: C	Fl 6 MC: B	Fl 3 MC: A
HIT DICE:	5-6	1/2	1	1-1	1-1	1/2	1 hp
THAC0:	15	20	20	20	20	20	20
NO. OF ATTACKS:	1	1	1	1	1	1	Nil
DAMAGE/ATTACK:	2-8	1-2	1-3	1-2	1-2	1	Nil
SPECIAL ATTACKS:	Nil	Swarm	Paralyzation	Nil	Nil	Nil	Obscurement
SPECIAL DEFENSES:	Nil	Nil	Camouflage	Nil	Nil	Nil	Nil
MAGIC RESISTANCE:	Nil	Nil	Nil	Nil	Nil	Nil	Nil
SIZE:	M 4'-5'	T 8"-10"	S 5'	T 16"-20"	T 12"-16"	T 6"-8"	T 2"
MORALE:	Fearless (19)	Unsteady (6)	Unsteady (5)	Unsteady (6)	Unsteady (7)	Unsteady (5)	Unreliable (4)
XP VALUE:	5 HD: 270 6 HD: 420	15	175	35	35	15	15

Magically altered for decoration or guard duty, air fish are creatures which can breathe air and fly. They have a natural ability to levitate, and they "swim" through the air by moving their tails and fins.

Habitat/Society: Though air-fish can survive in any damp environment, they prefer forests or other congested areas which offer places to hide. They are comfortable only in humid air, which they need to keep their skins moist. In dry air, they suffer one hit point of damage per hour until dead.

Air sharks, air piranha, and air stingrays make good, if not loyal, guards if captured and confined. Air goldfish and air neons have decorative and pest-killing functions.

Ecology: Air sharks and air piranha are aggressive predators and exist near the top of the food chain, having few natural predators. Other air fish are both predator and prey, although air goldfish and air neons have an impact only on insect populations, cutting down especially on mosquitoes and gnats. Most air fish are edible, though air sharks, air catfish, and air trout are the best tasting.

Air fish reproduce by laying eggs or egg sacs. Most lay their eggs on the ground or on plants, though air trout use their tails to dig holes for their thousands of eggs, and air catfish carry their eggs in their mouths, eating nothing for the two-month incubation period.

Air shark: These killing machines are just as dangerous in their new environment as their cousins are in water. Attracted by movement and noise, they swim toward any clamor, attacking moving or wounded creatures. They are also attracted by blood, which they can smell at a distance of 100 yards. If they smell blood, or if they wound their prey, they go into a berserk frenzy, attacking anything that resembles food. Air sharks are large and strong enough to be used as mounts by tiny humanoids, but must be trained from birth.

Air piranha: Merciless and aggressive, these black fish inflict a painful bite with their large teeth. There is a 75% chance that at least one of them will attack any creature that moves nearby. Air piranha can smell fresh blood at a distance of 30 feet, and will move rapidly toward any wounded creature. The smell of blood drives them berserk, and they attack twice per melee round (double their normal attack rate).

Air stingray: These creatures stay within three feet of the ground, blending in with the foliage and giving attackers a −2 on surprise rolls. If any creature steps on an air-stingray, it lashes out with its tail spine, inflicting 1-3 points of damage; any creature struck must also save versus poison or be paralyzed for 5-20 turns, suffering points of damage equal to the number of turns of paralysis.

Air catfish: These aggressive air fish possess sharp hearing and a well-developed sense of smell. They prefer to eat other air fish, but have tremendous appetites and will also attack other creatures. Air catfish are territorial.

Air trout: These also prefer to eat other air fish, but will attack other small and tiny creatures. If meat is scarce, air trout eat insects and larvae.

Air goldfish: These pretty creatures are brown when hatched, but when they reach adulthood, they turn red, black, white, orange, or some combination of these colors. They will eat almost anything, but avoid pursuing creatures larger than themselves.

Air neon: The beautiful air neons, with iridescent blue stripes along their red-orange bodies, were created for decoration. They have no effective attack on creatures larger than themselves. They eat insects and seeds. Air neons are skittish, fleeing from loud noises or quick movements, but are not threatened by potential predators which remain still. They may fly about characters, looking for food or fleeing from predators, and may obscure an individual's vision. Individuals whose vision is obscured by air neons have a −1 penalty on attack rolls. ❑

The Valiant Thirteenth

by John Terra

CLIMATE/TERRAIN:	The Boston Area
FREQUENCY:	Every Other Week
ORGANIZATION:	RPGA™ Network Club
ACTIVITY CYCLE:	Saturday Nights
DIET:	Chinese Food, Pizza, Diet Coke
INTELLIGENCE:	Usually
TREASURE:	Pun Fund & Soda Bottle Deposits
ALIGNMENT:	Just Plain Chaotic
NO. APPEARING:	2-20
ARMOR CLASS:	10 (Convention T-shirts)
MOVEMENT:	Yes
HIT DICE:	Lots, And In Many Nice Colors!
THACO:	Variable
NO. OF ATTACKS:	As Many As They Can Get Away With
DAMAGE/ATTACKS:	Variable
SPECIAL ATTACKS:	Demolish DM's Scenario
SPECIAL DEFENSES:	"Hey, It's Only A Game!"
MAGIC RESISTANCE:	Nil
SIZE:	M
MORALE:	Laid Back
XP VALUE:	Regular Member: 500 Vice President: 1,000 Swineherder: 10,000 President: 5

The Valiant Thirteenth Regiment became a Network club in 1989, although some of its members have been gaming together for about 10 years. The youngest member is an upperclassman in high school, while the oldest is in his late 30s. There are currently 13 RPGA™ Network members in the group, and seven non-members.

Combat: The VTR has an annoying tendency to go through adventures in an unconventional way. Oh, sure, they START at the beginning encounter, but only because they have to. Once past that, the group inevitably plays a hunch or puts together some obscure clues and winds up zooming straight to the climax. Then, it works its way backwards through the rest of the adventure. DMs who encounter this are torn between the desire to heap large amounts of praise on the VTR —for a job well done—or large amounts of heavy rocks for bypassing all the neat stuff in the adventure.

VTR members are rare at conventions, since most of them prefer to play in the campaigns at their headquarters. Still, 2d4 VTR members can be found every year at the GEN CON® Game Fair and ConnCon in Danbury, CT.

Despite the VTR's casual approach to conventions and club-organized activities, members really get into role playing their characters. Once in gaming mode, the VTR gets serious and becomes a real challenge for any DM.

In terms of Decathlon events, the creative backbone of the VTR consists of Tim Royappa, Dave Wetzel, and myself. Inevitably, if a spell needs designing, or a business for Ravens Bluff needs building, one or more of us will fill the need.

History: The roots of the VTR can be traced back to 1978 when I began DMing my first AD&D® game campaign. The initial players were five women from the apartment below mine. As word of the group got around, the participants grew to include 15 men and women. Boston, being a college town, has a highly transient student population, and since most of us were students, our turnover was high.

By about 1985, however, the group began to stabilize as players settled down and made the Bay State their home. Some got married and started families, which further strengthened their ties to the area.

For the longest time, the group played only the AD&D game. GDW's Traveller was introduced, but interest faded. The TOP SECRET® game was tried next, and it took hold. After that, other systems began insinuating themselves in this order: FASA's Star Trek, AD&D game Oriental Adventures, West End Games' Paranoia, GDW's Twilight 2000, Chaosium's Call of Cthulhu, and West End Games' Star Wars. The most recent wave includes Mayfair Games' DC Heroes, I.C.E.'s Space Master, West End Games' Torg, and GDW's 2300 A.D. Some VTR members have threatened violence if any more games are introduced, since the more games we play, the less often we play the favorites.

Several years ago the ads for Network Clubs caught our notice, and in the spirit of unbridled enthusiasm, we shrugged our shoulders, said "what the heck," and became official. Finding a name was tough. After many patently ridiculous suggestions, the Valiant Thirteenth Regiment was decided upon. The name comes from two sources. Star Trek is one of our favorite campaigns. The vessel which the PCs originally commanded was the Constitution Class Heavy Cruiser USS Valiant NCC-1718 (found in FASA's Federation Ship Manual). The Thirteenth part comes from our FORGOTTEN REALMS® campaign. The VTR participated in the AD&D® 2nd Edition game playtesting. We ran through the module *Under Ilfarn,* in which our PCs served in Daggerford's town militia. Since there were 13 PCs, they were called the 13th Regiment.

Habitat/Society: The VTR meets sometimes weekly, sometimes every other week, in the game room of the Terra household. Games are scheduled around 4:30 p.m., which means people usually arrive around 5 p.m. As we wait for everyone to arrive, VTR members chat about the latest science fiction and fantasy books they have read or whether the U.S. should

The Valiant Thirteenth

become involved in the most recent Middle East squabble. At about 5:30 p.m. the kids are put upstairs with a tape in the VCR, and the adults hunker down to some serious role playing.

No, wait! We have to order our takeout food! Okay, after that we start to. . .no, wait again. . .the kids need to be fed. All right, we're at 6 p.m., ready to roll, and—the doorbell rings! Food's arrived. Pay the delivery guy, fill your plates, and let's dig in. Okay, it's 6:30 p.m. and we start playing. Of course, the first hour is spent in the introductory encounter and the obligatory role playing as each PC gets drawn into the adventure. Now, it's time to let out all the stops and get to the meat of the adventure. Wrong. Now it's time to put the kids to bed.

It's 8 p.m. Teeth have been brushed, jammies put on, and stories read. Now, we can finally relax and rip into this adventure, as witnessed by the following exchange:

Hungry Player: "Say, does anyone want to run out and get something for dessert?"

Exasperated DM: "AAARRRRRRRRRRRRRRPHFGGGGHGGGHH!"

Well, we do actually play, and we usually run until Midnight or 1 a.m.

Organizationally, we have a president (me), and three vice presidents, each with their own neat title. VTR folks like titles:

VP by Divine Right: Kevin Wells
VP and Senior Joint Chief of Staff: Bryan Villarreal
VP, Galactic Overlord, and Exalted Daimyo: Dave Wetzel

The VTR also has two Swineherders. To cut down on extraneous conversations during games, the group started a Pun Fund. Anyone who utters a pun out of character is fined a dime. Two VTR members, Colleen Wetzel and Doris Wells, are in charge of the piggy bank that holds the loot—hence, the swineherders. Member Anne Royappa is a swineherder in training. Don't ask me why all our swineherders are women. However, theories are welcome.

Other infractions receive fines. Tangents cost a quarter; tangents are conversations that have no place once play has started, such as:

Out-Of-It-Player in the middle of a deadly encounter: "Say, speaking of succubi, did anyone read that article about Madonna?"

War stories cost 50 cents. What's a war story? As a rule, it is a role playing story, which, while possibly interesting, has no place in the middle of a game. Take for example:

Boring Player: "Speaking of orcs, did I ever tell you about the semi-final round of the Masters AD&D® game tournament at the Game Fair three years ago?

Money from our refundable soda bottles also goes into the pig. Since we have a Christmas party, summer kickoff party, 4th of July party, and an end of the summer as we know it party, the pig is used to finance some of the food.

VTR parties are open to all of our gamers and their spouses. And, as a rule, talk of role playing games is discouraged during the cookout/eating part so non-players do not feel left out. We do the traditional volleyball games, and we also have picked up a new tradition: The VTR Invitational Croquet Game. This is not just croquet, but croquet the way orcs would play it. Croquet balls end up getting smacked clear out of the yard and across the street while everyone laughs maniacally. All of our parties end with a game of about 16 players and one very frazzled DM. We are trying to think of more excuses to have parties. There is talk of a post GEN CON® Game Fair briefing party where war stories are legal and accepted; a costume party, come as your favorite PC; and a mid-winter blahs party.

The VTR is divided into two groups, the RPGA Network section and the non-Network members section. It didn't seem fair to tell a good friend and player who has been around for 10 years that he cannot be part of our club just because he is not a Network member—so we make provisions. Non-Network members do not directly benefit from others' RPGA Network memberships. They cannot help us design things for the Decathlon, nor can they vote on VTR matters.

Many VTR members go to the same church, and consequently there is a strong spiritual side to the group. We're not Bible-bangers, but a there is a definite awareness of the role of faith in our lives. In keeping with that, smoking, swearing, and excessive alcohol use is prohibited. Encounters which feature lots of blood are not dwelt upon, nor are they described in vivid detail. Don't get us wrong, there are some pretty violent encounters and a few sexual innuendos. The latter is usually handled by note passing and knowing smirks.

The VTR values role playing above anything else. Rules are sometimes fudged if they interfere with the game flow. In fact, some of our people hate rules and rolling up characters. We are not impressed by someone's 245th level fighter/mage/priest with +10 plate mail and vorpal teeth. But we are impressed by the first level mage who manages to escape certain death by outwitting a pack of ogres.

Our campaigns tend to have good-vs.-evil themes, with much high fantasy and heroics thrown in. Evil PCs are forbidden by mutual agreement, though it was tried once with disastrous, almost club-breaking results. Teamwork and creativity are emphasized. Players are encouraged to provide a detailed background of their PCs.

For those players in our area who wish to join the VTR, it's tough, but not impossible. Our campaign listing is:

AD&D® game FORGOTTEN REALMS® game, high level—full.
AD&D game "Orphans of Waterdeep"—full.
TOP SECRET/S.I.™ game—open.
Star Trek—full
Call of Cthulhu—very open.
AD&D game Oriental Adventures—full.
Star Wars—on hold, diminished interest.
Paranoia—on hold, GM fatigue.
Twilight 2000—open.
2300 AD—open.
Torg—full.
Space Master—on hold, diminished interest from fatigued GM.
DC Heroes—open.

Bring a bunch of people together, and idiosyncrasies inevitably come forth. The following is a list of terms and phrases often useful in talking to a VTR member:

"Deer hunting with a long sword"—meaning someone is about to embark on an ill-conceived, futile action that has no hope of working.

"DNS"—short for Dumb Name Syndrome, in which a player gives his newly-created character some truly awful name like Nun Sense or Tydee Bowl. To us, this shows an unwillingness to take the game seriously. People with DNS don't role play. Their PCs do whatever dumb, random thing comes to mind. Hence, our DMs go out of their way to slaughter such PCs quickly.

"Demyo!"—Have you ever seen those awful martial arts movies with badly dubbed dialogue? Where the actors' moving mouths don't match the words? Well, it seems that every

The Valiant Thirteenth

other line of script ends up with a commonly-used epithet. These words are said very rapidly and with an oriental accent. Thus, we have shortened it to "demyo" and tacked it on to the most unlikely phrases. "Hand me that last piece of pizza, demyo!"

"Aw, jeez, lookit this!"—People say this phrase in a whiny voice. It is an exclamation of despair at seeing something really bad, as in:

DM: "Okay, you all step out of the swimming pool in time to be surrounded by 100 Kafers with thud guns. Your weapons, equipment, and most of your clothes are in the lockers, 100 feet away.

Player: "Aw, jeez, lookit this!"

"GoBots From Heck"—our name for Battletech, which we hate.

"I want my APC!"—sung to the phrase "I want my MTV" from Dire Straits' Money For Nothing. It is sung when a character loses some well-loved equipment. It stems from a Twilight 2000 incident in which our APC was stolen while we were in Krakow.

"Kevlar Leggings"—This is a catchphrase meaning a character is taking some really ridiculous measures to protect his PC from possible harm.

"Shadoobee!"—Said almost as if part of a litany, it comes from the Rolling Stones' song "Shattered." At various times when the word shattered is mentioned, several players utter in unison "Shadoobee."

"RLH"—An acronym for the best course of action to take when party members are overmatched: Run like.... This has been instituted due to the fact that VTR members have not mastered the art of running away when the odds are horrendously against them.

While the VTR is made up of many bright, creative people, they have a tendency to be rather headstrong. In the past 10 years, we have yet to settle the issue of who leads a party of PCs. This, and the habit that some of our PCs wander off alone while the rest of the group is arguing or sleeping, tends to slow down play. Honestly, sometimes it is like trying to DM a group of kender.

Ecology: Here is where the Monstrous Compendium analogy breaks down. In no way am I going to suggest how VTR members' body parts can be used to make potions. In the food chain, however, the VTR does its part in keeping down the population of Chinese food and pizza. Actually, in terms of serious ecology, the VTR does its share by recycling soda bottles, and it is experimenting with recycling paper products.

Well, that's about it—everything you always wanted to know about the VTR, but were just unaware that you wanted to know it. We would like to know more about other clubs, so we hope that some of you out there will take our lead and write to the POLYHEDRON™ Newszine about your groups. Include photos!

The VTR's biggest goal this year is to become more involved in the Decathlon. We placed very high in the 1991 Games Decathlon, and we won the club skit competition at the GEN CON® Game Fair with our daring musical entry.

By the way, are any clubs out there interested in starting up some kind of (friendly) rivalry. We could do some posturing, challenge each other to see who will perform best in the Decathlon, etc., and have the loser buy the winner lunch, drinks, or dinner at the Game Fair—or something like that. We are most interested in hearing from other New England-based groups, unless of course those groups think they do not stand a chance against us.

Good luck to all the clubs in the Decathlon, and we'll see you at the Game Fair. ❑

Official Network Clubs

Adventurer's Guild of Wright State University
P.O. Box 31016
Dayton, OH 45431-0016
President: Kevin Plesinger
Meets: Fridays at Millet Hall, 3rd Floor, Wright State University campus

The Agency
132 Baker Street
Gardner, MA 01440
President: Wade "Clint" Heilman

A.R.C.A.N.E.
c/o The Wizard's Workshop
2553 Palmdale Blvd. Ste F
Palmdale, CA 93550
President: Anthony Renauldo

Association of Role-playing Gamers of Houston
7829 Cook Road
Houston, TX 77072
President: Steve Bonario
Meets: First or Second Saturday of each month at the University of Houston, and at local conventions.
Notes: Produces a newsletter, ARGHZINE, quarterly

Atlantic Region Convention Fellowship
c/o Nicky Rea
664 Lakeshore Drive
Asheville, NC 28804
President: Nicky Rea
Meets: At various conventions, at members' homes; and at the University of North Carolina Campus-Asheville every Saturday night

Az Guild
4803 N 21st B141
Phoenix, AZ 85306
President: Robert Barber
Meets: At the Roaming Panther, 4920 W. Thunderbird #109 in Glendale, AZ

B.C. 88
c/o Mike Jastremski
8 Horseshoe Lane
Chittenango, NY 13037
President: Mike Jasremski
Meets: Twice monthly at members' homes

Black Hills Society of Gamers
931 W. Jackson Apt. #16
Spearfish, SD 57783
President: Steven D. Thum
Meets: Second weekend of every month at the administration building of National College, Rapid City, SD

Brisbane League of Adventurers
P.O. Box 182
Indooroopilly
Qld 4068
Australia

BRAG
c/o Peter Bangarth
1691 Hansuld Street
London, Ontario N5V 1Y6
Canada

Camberian Council
c/o Timothy S. Marling
1001 Overhill Dr.
Bedford, TX 76022
President: Timothy S. Marling
Meets: As often as possible, at least every other weekend at the club address

Capital District Role-Playing Gamers Fellowship
c/o Multiversal Emporium
173 Jay Street
Schenectady, NY 12305
President: Reynolds Jones

Circle of Swords
P.O. Box 2126
Butler, PA 16003-2126
President: Dave Schnur
Meets: Second Saturday of each month from noon to 4pm at the Butler Public Library

The Club
c/o Gary E. Smith
P.O. Box 142
Kent, OH 44240
President: Marshall Simpson
Meets: First Saturday of every month at Kent State University

Club Epêes et Sortileges
c/o Vincent Graux
10 Boulevard Leon Gambetta
Chambery 73100
France
President: Vincent Graux

Cy Lons
214 Inverness Circle
Chalfont, PA 18914
President: Lindsay Markus
Meets: Friday nights from 7pm to 12am at the president's home

Darkmoore
624 SW 24th
Moore, OK 73160
President: Nathan Carpenter

Damage Inc.
c/o Darryl Behling
2629 S 99th
West Allis, WI 53227
President: Darryl Behling
Meets: Every Saturday from 7pm to 12am and every other Wednesday from 7pm to 10pm at the president's home

The DM's Guild of Bergen County
c/o Erich H. Michel
208 Summit Ave.
Bogota, NJ 07603
President: Erich Michel
Meets: The first and third Saturday of the month at members' homes

Dead Heroes Society
961 22nd Ave. #3
Coralville, IA 52241
President: Travis L. Winter

The Delaware Valley Game Lords
5103 Laurel Ave.
Pennsauken, NJ 08109
President: Thomas Francis Sullivan IV
Meets: Fridays and Saturdays from 6pm to 12am at the president's home.

Dragonslayers Unlimited
c/o William Brierton
3709 Pecan Ct
Waldorf, MD 20602
President: William Brierton
Meets: Through the mail and at various conventions
Notes: Conducts play-by-mail role-playing games

Dragon's Lair
Viale X1 Febbraio 2
27100 Pavia
Italy
President: Andrea Mosconi

Dragon Realm
40 Westland Way
Belfast
Northern Ireland
President: Andrew Armstrong

Electric Adventures Unlimited
c/o Scott Barr
2947 Paddock Plz. #179C
Omaha, NE 68124
President: Scott Barr
Meets: Every day from 6pm to 7pm nationwide through computer networks—Contact Bolan on the GEnie system

EOB
49 Albert Street
Guelph, Ontario Canada
N1G 1C7
President: Paul Gaskin
Meets: Sundays, University of Guelph, University Centre

Evansville Gaming Guild
P.O. Box 15414
Evansville, IN 47716
President: Louann Littlepage
Meets: Wednesdays from 7pm to 10pm, write for locations and dates
Notes: Sponsors the Glathricon game convention, does charity events for the American Cancer Society, Muscular Dystrophy Association, and others

Far Flung Gamers
c/o Steve Null
973 Sherman Oaks Drive
San Jose, CA 95128
President: Steve Null
Meets: Officially, once a year at the GEN CON® Game Fair
Notes: Members are well scattered throughout the U.S.

Fellowship of the Tower
c/o Mitzi Young
524 ½ W 8th
Maryville, MO 64468
President: Mitzi Young
Meets: Northwest Missouri State University
Notes: Sponsors Ville Con game convention

The Fun Connection
c/o Andreas Mitterlechner
Meiselstr. 24/16 1150 Vienna
Austria
President: Andreas Mitterlechner
Meets: Saturdays at 3pm at the President's home
Notes: Sponsors Austrian Gamers Meeting game convention

The Gaming Club Chapter 1, Hawaii
720 Morton Drive #117
Honolulu, HI 96819
President: Amy Vergara

Gothic
3372 Dexter Drive
East Leroy, MI 49051
President: Patrick Dugan

H.A.G.A.R.
P.O. Box 14242
Huntsville, AL 35815
President: Robert Reser

The Hand of Chaos
c/o Doug Raas
68 Selye Terrace
Rochester, NY 14613
President: Doug Raas
Meets: Once monthly at members' homes

Kenneth and the Apocalypse
P.O. Box E271
Queen Victoria TCE
ACT 2600
Australia

Knights of Poughkeepsie
RD #1 Box 251A Marshall Rd.
Hyde Park, NY 12538
President: Richard Sleight

LASAR
155 Nelson Road
Lilydale
Vic 3140
Australia

Lords of the Heart
406 W. Merino Drive
Elko, NV 89801
President: William R. Graham
Meets: Second and last weekends of each month at members' homes

MACE
3120 Maple Dr.
Highland, IN 46322
President: Randall W. Lemon
Meets: Every Saturday from 6pm to 12am at members' homes

Megablade
70 Shakespeare Avenue
Hayes
Middx UB4 0BW
England
President: Matthew Wrycraft

Mage
127 S. Williams Street
Bellevue, MI 49021
President: Thomas C. Harrison
Meets: Saturday evenings at members' homes

MGM Grand
c/o Lee Maile
2047 W Howard
Chicago, IL 60645-2113
President: Lee Maile
Meets: In Chicago, Sundays and Tuesdays at the president's home; in the western suburbs, Sundays and alternate Saturdays at members' homes

Midwest Masters
c/o Bruce Reinhardt
1621 So. 12th
Lincoln, NE 68502
President: Bruce Reinhardt
Meets: At various local conventions

The Nal-Mes Cirk
c/o Andrew Wadycki
3649 N. Avers
Chicago, IL 60618
President: Andrew Wadycki
Meets: Monthly at the president's home

The Nor'Easters
c/o Denise Rabidou
6 Juniper St.
Manchester, NH 03104
President: Denise Rabidou
Notes: Many members are writing fiends and also help with behind-the-scenes work at conventions

NOVICE
c/o John Annen
P.O. Box 2985
Davidson, NC 28036
President: John Annen
Meets: Annually at the GEN CON® Game Fair

Only For The Totally Outrageous
c/o April's Store
8862 Garden Grove Blvd.. #203
Garden Grove, CA 92644
President: Gary Haynes
Meets: Twice monthly at April's Store

Pacific Quest Masters
2010 Hillside Drive
Burlingame, CA 94010
President: Chris McGuigan
Meets: Every other Saturday at the President's home

Phantasy Adventurer's Guild
Route 4, Box 22-E
DeFuniak Springs, FL 32433-9404
President: H. Paul Haigh (guildmaster)
Meets: Alternate Sundays from 1pm to 10pm at the B.P.O.E. Elk's Lodge #2612

PM Players
P.O. Box 2881
Naperville, IL 60567-2881
President: Don Bingle
Meets: The second Friday of every month at members' homes

Players Guild of Central Oklahoma
P.O. Box 770396
Oklahoma City, OK 73177
President: Donald G. Dennis
Meets: Weekly at members' homes

The Quad City Area Gamers
3506 Somerset Drive
Bettendorf, IA 52722-2739
President: Ricky Malloy Sr.
Meets: Every other Saturday at the president's home and at pre-arranged times during the week

Rathskeller Gamers
c/o Anthony Dentamaro
17 St. James Ave.
Enfield, CT 06082
President: Anthony Dentamaro
Meets: Every Friday and Saturday nights at club officers' homes.
Notes: Writes scenarios for Network events, attends conventions, judges convention events

Role Players Guild of Kansas City
P.O. Box 7457
Kansas City, MO 64116-01057
President: R. Alan Grimes
Meets: The 13th of every month at Minsky's Pizza in Kansas City
Notes: Sponsors three conventions each year, in February, June, and October

Role-Playing Special Interest Group
c/o Jim Beecher
272 Prescott St. #5
Saint Paul, MN 55107
President: Jim Beecher
Meets: Every month or every other month at the Coffmon Union on the University of Minnesota campus

Role Players At The Ward
c/o Jon Metcalf
24 Showmont Ln.
Stoneybrook, NY 11790
President: Jon Metcalf
Meets: Mondays after school at Ward Melville High School in Stoneybrook

SAGA
c/o Chuck Kallenbach II
9525 Miriam Ave.
Overland, MO 63114
Meets: First Tuesday of every month in the game room of Games, Crafts, Hobbies & Stuff in St Louis, MO
Notes: Publishes a monthly newsletter, maintains a telephone hotline to keep the community informed about game-related events

S.A.I.G.E.
c/o Ken Ritchart
1024 Sagebrush Way
Louisville, CO 80027
President: Greg Belcher
Meets: The 2nd and 4th Saturdays of every month at the club address

Seekers of the Crystal Monolith
P.O. Box 896
Pleasant Valley, NY 12569
President: Rich Daugherty
Meets: The second Saturday of the month at St. James Curch in Hyde Park

Seekers of Random Prophecy
403 Anchors Street
Niceville, FL 32578
President: Christian D.I. Bradley
Meets: Twice monthly at the club address

Sexton Game Club
c/o Jeff Kennedy
1626 Hollyway
Lansing, MI 48910
President: Jeff Kennedy
Meets: Random Fridays at the president's home

Talons
P.O. Box 482
Appleton, WI 54912
President: Ken Dreyer

Time Warpers
8 Maple Street
Seymour Ct 06483
President: Art Lobdell
Meets: Second and fourth Thursdays of every month at the club address

Travelers Unlimited
39 East School St.
West Springfield, MA 01089
President: Bill Robitalle
Meets: Saturdays and Mondays at the Crooked Door Inn in West Springfield

Tri-State Area Gamers Association
Box 296
La Grange, MO 63448
President: Terry K. Solter
Meets: At the Quincy Public Library, usually Saturdays from 12:30pm to 4:30pm

United States Military Academy Wargames Club
P.O. Box 3431
West Point, NY 10997
President: Cadet Tom Holliday
Meets: Every Friday, Saturday, and Sunday at Thayer Hall, USMA, West Point

University Gaming Guild
Gardener Student Center Office #6
The University of Akron
Akron, OH 44325
President: Joseph T. Paulchell
Meets: Every Saturday of every month at the University of Akron Gardener Student Center Beach Room

Urbana Gaming House
c/o Gregg Homerding
904 W. Green Street, Box 319
Urbana, IL 61801
President: Dr. John Riley Hays

Utah Gaming Club
c/o Philip Rogich
520 E 44005 #4
Ogden, UT 84403
President: Philip J. Rogich
Meets: In Ogden, at the 1st of each month at the Weber County Library; in Salt Lake City, at Comics Utah (1st Street south, downtown)
Notes: Formerly the Ogden Gaming Club

The Valiant 13th Regiment
35 Vine St.
Randolph, MA 02368
President: John Terra
Meets: Weekly at the President's home

WARP
5103 S. Sheridan, Suite 123
Tulsa, OK 74145
President: Brett Sprangel
Meets: Saturday nights at members' homes

Warp/G
P.O. Box 160
Los Alamos, NM 87544
President: John W. Curtis III
Meets: The last Thursday of every month at the Los Alamos National Laboratory

Washington Metropolitan Area Gaming Society
8104 Sandy Spring Road
Laurel, MD 20707
President: Wm. Paul Crum
Meets: Business meetings the first Saturday of every month at the University of Maryland, College Park; gaming most Fridays, Saturdays, and Sundays
Notes: Plays large variety of role-playing games and miniatures games

Wizard's Circle
c/o Brian Miller
1521 S. Prairie Ave.
Waukesha, WI 53186
President: Brian Miller
Meets: Usually four times a week at the president's home, schedules permitting

Youth DMers
c/o Shaun Kumagai
3322 W. Elm Street
Phoenix, AZ 85017
President: Shaun Kumagai

❑

The Living Galaxy

Do Starships Dream Of Jumpspace Sheep?

by Roger E. Moore

The three columns on spacecraft player characters (in POLYHEDRON™ Newszine issues #60-62) attracted more comment from readers than any previous columns. Some of these ideas were especially interesting and will be shared here, along with other comments on using intelligent spacecraft in science fiction role-playing games as player characters or NPCs.

Steven Schend, an editor in TSR's Games division, pointed out that Ray Bradbury once wrote a short story about an intelligent spacecraft. "I, Rocket" was Bradbury's first science fiction story, appearing in May 1944 in AMAZING® Stories. The spacecraft who tells the story was once a war rocket, and it wistfully recalls its days of combat as it now lies wrecked and decaying on a small planetoid. Interestingly, the rocket could not communicate with its crew, and no one knew (though the captain suspected) that the rocket was "alive." This tale is now rather hard to find, but worth it. Good luck!

William W. Connors, yet another editor for TSR's Games division, pointed out an unusual option for an intelligent NPC starship, one that he himself created. Fans of GDW's *2300 AD* game might look for issues #13 and #14 of *The Travellers' Digest* magazine, produced by Digest Group Publications. There you'll find a two-part article on Pentapod spacecraft, which are actually intelligent, living organisms genetically engineered by the Pentapod race. If one such vessel were to follow a ship filled with human adventurers around (perhaps the human spacecraft is sentient, too), some interesting scenarios might develop. Note: Humans apparently find Pentapod ships to be "disgusting" and prefer their own spacecraft for habitation, but don't let *that* stop you!

Charles E. Brown, of Temperance, Mich., wrote: "Being a person who loves to run unusual characters . . . I can appreciate the idea of running an intelligent starship, though I don't think that such a character really makes sense as a permanent PC. A ship would probably work best in a multi-GM campaign in which it was an NPC for the regular DM, but he or she could run the ship as a PC when the other GMs took over. I would also like to point out one other thing: The article dealt with ships in straight science fiction settings, but it inspired an important element in the next AD&D® campaign that I intend to run—a sentient spelljamming vessel! Thanks for the idea."

The multi-GM idea appeals to me greatly. It might be best if the GMs participating allowed the ship-running GM to have some freedom playing the ship, making it more of a player character than an overshadowing foil for the other characters that does only the current Game Master's bidding. This way, the current GM can't completely predict the starship's reactions and plans, making the game more exciting and less constrained.

I rather wish I'd thought of the SPELLJAMMER™ campaign angle myself. The AD&D game is filled with intelligent swords, talking owls, and what have you, so a sentient spelljammer is a great idea. In fact, those who have followed the DRAGON® Magazine column on the D&D® game, "The Voyage of the *Princess Ark*," are aware that the *Princess Ark,* a flying ship that has ventured into outer space, is sentient and has extraordinary magical powers that it can use as it likes.

Pierre Savoie, of Toronto, Ontario, writes: "If the subject of spacecraft player characters interests you, you should without fail read the novel, *Golden Fleece,* by Toronto author Robert J. Sawyer (Popular Library (Warner Books), 1990). It details the colony ship *Argo,* run by a computer called JASON, who is far more Machiavellian than HAL 9000 ever was. HAL could at best lip-read; JASON actually cuts into room speakers and subliminally influences people! His mission has a hidden agenda of mammoth proportions. . . . It's a tense, complex book you'd enjoy."

Incredibly enough, a shorter version of Robert Sawyer's novel also appeared in AMAZING® Stories, in the September 1988 issue. JASON's opening words in the tale are chilling enough to bring a million scenarios to any GM's mind for any science fiction game ("I love that they trusted me blindly."). It is a dynamite story with great role-playing potential.

Danny Baldwin, of Springfield, Mo., was reminded of an adventure in a GAMMA WORLD® game he ran, in which the PCs discovered a military version of a bubble car. Though the PCs could pilot the bubble car and control its weapons, the ship's own computer was also sentient and had developed a personality. He also came up with two ways to avoid having a sentient ship's personality be destroyed. In one, "the computer that controls the ship and all systems has an emergency robotic body that has a completely 'clean' electronic brain in which to transfer the computer's memory and personality; the robotic body could then leave the ship if at all possible. Then, if the body gets on another ship, it could transfer its memory and personality into that ship's computer. Of course, the receiving computer would have to be 'clean' as well for the transfer to be completely successful.

"In the second method, a cyborg could have its organic brain placed in a specially designed container that is really a mini-vehicle with antigravity flight. Then, in an emergency situation in which escape is possible, the vehicle could flee with the other PCs and get another ship later, hooking up the vehicle and brain core as was done in its previous ship.

"Of course, when you think of it, an intelligent computer could have an empty electronic brain on a small escape vehicle, too, and the organic brain could be housed in a robotic body, from which it controls the ship from the robot's permanent station."

In a later letter, he mentions that an intelligent starship might have a "bodyguard" robot follow the PCs around to add extra firepower or mechanical assistance to some adventures. If you extend the idea a little further, you could have a host of combat robots aboard the intelligent ship to serve as its internal defenders, with some unmanned spacecraft (normally carried in the cargo bay) serving as small fighters to protect the ship in space battles.

GMs might wish to use intelligent spacecraft NPCs extensively with the two articles on unmanned satellites (from issues #54-55). What would hap-

pen if the characters ran afoul of a smart bombsat, one programmed to attack an inhabited world? Could the PCs manage to talk the bombsat out of its mission? (Visions of the science fiction movie *Dark Star* might be going through your head.) What about a smart carrier with lots of little hawks (hunter/killer satellites), or a lost or disabled scout craft trying to call for help? Can the PCs catch a brilliant spysat posing as a world-to-world freighter? Consider having NPC "smart ships" take on the roles of villains, allies, victims, and bystanders in different game scenarios. An intelligent ship might even hire the PCs to perform a mission for it, or hire someone to destroy the PCs as well!

Finally, a few references that might be useful in creating and playing intelligent spacecraft follow. Science fiction novels have long had a host of thinking robots and computers, from Isaac Asimov's *I, Robot* collection to David Gerrold's *When Harlie Was One* (and let's not forget D. F. Jones' Colossus trilogy). Some intriguing role-playing ideas can be gathered from these. Keith Laumer's Bolo series is worthy of mention, particularly *Bolo: The Annals of the Dinochrome Brigade.* A Bolo is a cybernetic, thinking combat tank, the most powerful land weapon devised by mankind in one of Laumer's science fiction sagas. And a prankster computer, Mike, appears in Robert A. Heinlein's *The Moon is a Harsh Mistress.* What would happen if a similar computer on a mega-campaign-class spacecraft became sentient—and then became a practical joker and revolutionary?

And Kim Eastland's GAMMA WORLD® game module, GW10 *Epsilon Cyborgs,* provides statistics and ideas for "PCbots" and "NPCbots" for the post-holocaust landscape of that game. Some of these ideas are worth borrowing for intelligent spacecraft scenarios, particularly if the GM or players want to create a robotic "avatar" for a smart ship.

A quick question for the readers: What science fiction games would you like to see specifically addressed in this column? Send in your votes to: The Living Galaxy, c/o POLYHEDRON™ Newszine, P.O. Box 515, Lake Geneva WI 53147, U.S.A. See you next month. ❑

New Contest!

Jean Rabe has been after me to sponsor a contest of some kind, and after some thought, I've decided to do that. This is a contest based upon the concept of bizarre player characters that present interesting role-playing challenges.

In a future edition of *The Living Galaxy,* I will discuss unusual player character types that can be role-played in a science fiction setting, something along the line of the series on spacecraft player characters. Your mission, should you decide to accept it, is to jot down some ideas on similarly enjoyable but weird character types. Send in your ideas to:

Weirdo SF Adventurers
c/o POLYHEDRON™ Newszine
P.O. Box 515
Lake Geneva WI 53147 U.S.A.

The three best ideas (as judged by me, Roger Moore) will each win a one-year subscription to DRAGON® Magazine. (If you win and already have a subscription, I'll just extend your subscription by a year.) I'll publish as many interesting ones as possible, with notes, evaluation, and commentary. Write down which science fiction game systems your role-playing idea would work with best, and any other relevant notes. All entries will be treated as submissions to the POLYHEDRON Newszine. Make sure your name and complete address are on your idea sheet. And please type your entries.

Let's see some *real* creativity!

Letters

Continued from page 5

the sense that everything is intelligently explained.

It is with this in mind that I take serious issue with *The Living City* feature. With all the intelligent and imaginative gamers out there, I can't believe these are the best submissions the Newszine is receiving. What I have received in the past 10 issues is a patchwork of contradictory, implausible, and cartoonish entries.

As it stands, what started out as a mildly intriguing city has turned into an anachronistic free-for-all.

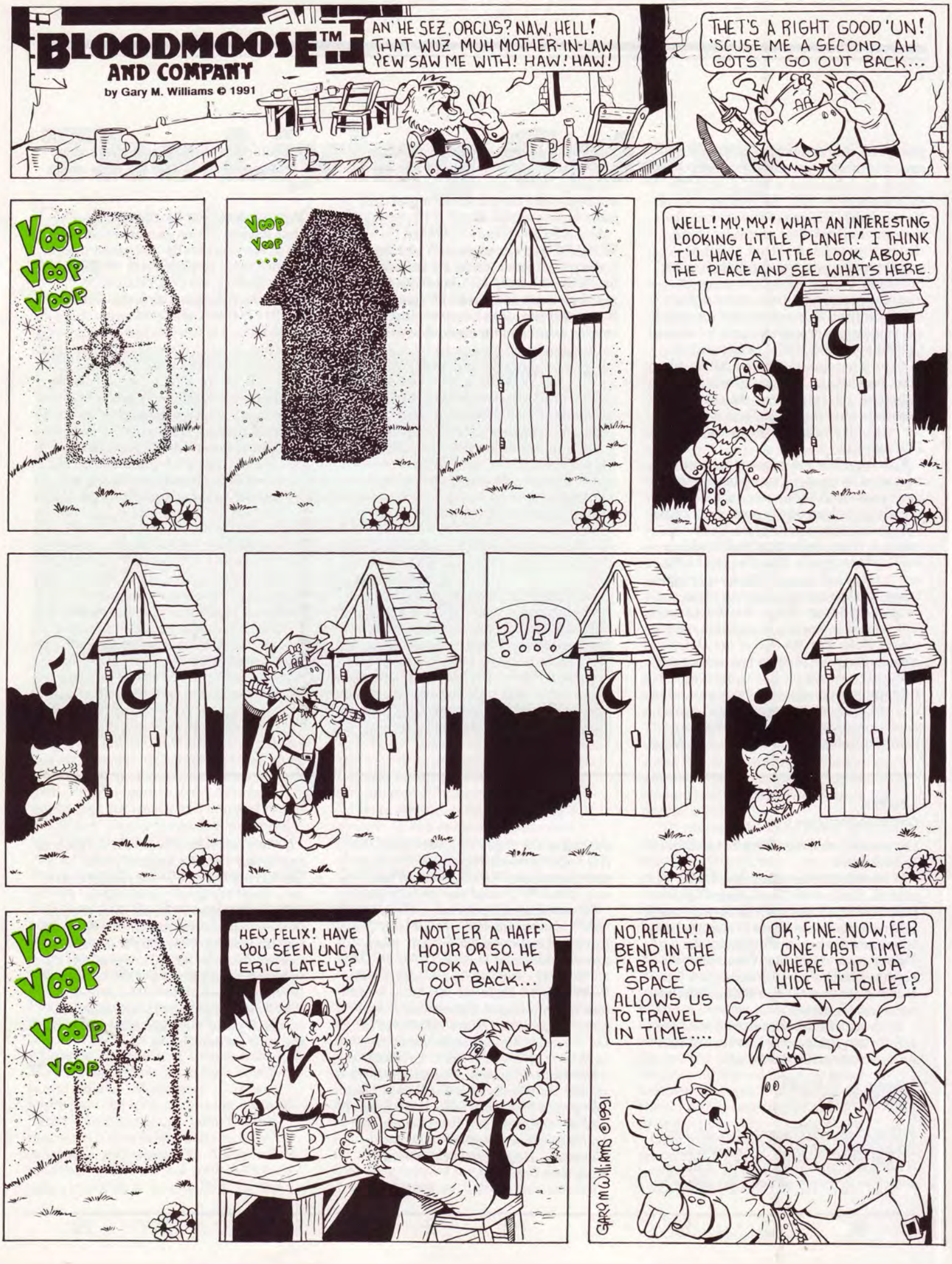
Lincoln R. T. Morffi
New York, NY

HQ staff members sometimes get their Newszines with mangled covers, too. That's why the Newszine has a plain-paper outer cover; it takes the abuse so the rest of the pages can stay intact. Let HQ know immediately if you don't get your Newszine or if it arrives in bad condition. We'll send you a replacement.

We asked Mr. Lowder why he reviews "old" movies. He replied that Into The Dark *is a video review column, not a new movie review column.*

The wide range of reader opinion on Wolff & Byrd *keeps the Newszine's editors pretty amused. On one hand we hear things like: "Everybody hates it." On the other hand, people use terms such as "work of art" and "brilliant" to describe their favorite installments. As it stands* Wolff & Byrd *artist Batton Lash has gotten busy with some other projects and the counselors of the macabre will no longer appear regularly in the Newszine. However, they will return from time to time.*

If there has been one perennial favorite among our regular features it has been The Living City, *or so we thought. Are we wrong? It's up to you to tell us. Perhaps the "problem" stems from the fact that only members like Mr. Becker, who like Ravens Bluff the way it is, submit entries. Lincoln, we assure you that the submissions we print are the best we get. We could choose other submissions, but that wouldn't change things much, as virtually all of them are pretty much like the stuff we're printing.* ❑


BLOODMOOSE™
AND COMPANY
by Gary M. Williams © 1991
AN' HE SEZ, ORGUS? NAW, HELL! THAT WUZ MUH MOTHER-IN-LAW YEW SAW ME WITH! HAW! HAW!
THET'S A RIGHT GOOD 'UN! 'SCUSE ME A SECOND. AH GOTS T' GO OUT BACK...
VOOP VOOP VOOP
VOOP VOOP ...
WELL! MY, MY! WHAT AN INTERESTING LOOKING LITTLE PLANET! I THINK I'LL HAVE A LITTLE LOOK ABOUT THE PLACE AND SEE WHAT'S HERE.
?!?!
VOOP VOOP VOOP VOOP
HEY, FELIX! HAVE YOU SEEN UNCA ERIC LATELY?
NOT FER A HAFF' HOUR OR SO. HE TOOK A WALK OUT BACK...
NO, REALLY! A BEND IN THE FABRIC OF SPACE ALLOWS US TO TRAVEL IN TIME....
OK, FINE. NOW, FER ONE LAST TIME, WHERE DID'JA HIDE TH' TOILET?
GARY M. WILLIAMS ©1991

area, charity auction and raffle, door prizes, seminars, a video viewing room, computer area, a large open gaming section, and more. Guests of honor are Tim Beach, Jay Tummelson, and Linda Bingle. Network tourn... planned include: AD&D® ... Benefit, Masters, and ...; Dark Conspiracy ... ER HEROES ga... ...adowrun; Time-m... ...; Chill; and more. Pre-reg...tion is $20. Cost for the benefit tournament is $5. For preregistration information, send a SASE to Janice Ours P.O. Box 850, Silver Lake, WI 53170, or call (414)889-8346. Judges needed. Apply to the above address.

CANCELLED

Dixie Trek '92, May 17-19
Atlanta, GA
Special attractions at this event include guests Denise Crosby and Jonathan Harris, and a concert by astronomical recording artist John Serrie. Gaming events include Network tournaments. Programming includes seminars, exhibits, art show and print shop, video room, a banquet, and con suite. Preregistration is $27; discounts are available to clubs and Network members. For information send a business-sized SASE to: Dixie Trek '92, P.O. Box 464351, Lawrenceville, GA 30244, or call (404)925-2813 24 hours a day. You may register using AMEX, VISA, or MC by calling Ticketmaster at (404)249-6400.

Gamex '92, May 22-25
Los Angeles, CA
All types of family, strategy, board, role playing, miniatures games will be offered, including Network tournaments. Hunt for bargains at the flea market, auction, and exhibit area. There will be seminars, demonstrations, and special guests. Contact: Strategicon, P.O. Box 3849, Torrance, CA 90510-3849, or call (310)326-9440 for more details.

TwinCon '92, May 23-25
Bloomington, MN
Experience the excitement of tournaments for war, miniatures, and role playing games. Complete tournament list and guests of honor to be announced. Referees wanted for Network tournaments. Your own scenarios are welcome, too. Registration is $20.00 before May 4th, $30.00 at the door. For more information or registration materials contact: TwinCon, P.O. 8010, Minneapolis, MN, 55408.

Lituanicon, June 27-30
Kaunas, Lithuania
The program for this fan convention includes lectures, discussions, film reviews, a fancy dress ball, and a banquet. More information is available from: SF Fan Club "Feniksas," Palace of Culture, Vytauto 79/1, Kaunas-C, Lithuania.

Atlanticon '92, July 3-5
College Park, MD
Atlanticon welcomes you to the College Park campus of the University of Maryland, just 30 minutes south of Baltimore and close to may sites in Washington D.C. The schedule of events includes adventure gaming tournaments, a dealer area, new product demonstrations, seminars, and a game auction. For information write: A.D.F., Inc. P.O. Box 91, Beltsville, MD 20704-0091.

Dragon Con '92, July 17-19
Atlanta, GA
This large event will be held at the Atlanta Hilton and Towers. More than 28 celebrity guests will attend. Gaming includes more than 100 role playing, strategic, miniatures, and computer events. Network tournaments include Feature, Special, Members Only, Masters, and Grand Masters. There will be a 24-hour open gaming, live role playing, five tracks of programming, an exhibit hall, Atlanta radio theater, writers' workshop, costume contest, art show and print shop, video room, auctions, awards banquet, and much more. Preregistration is $30; discounts are available to clubs and Network members. For information send a business-sized SASE to: Dragon Con '92, Box 47696, Atlanta, GA 30362-0696 or call (404)925-2813 24 hours a day. You may register using AMEX, VISA, or MC by calling Ticketmaster at (404)249-6400.

Classifieds

Arizona: I am a 15-year-old girl eager to learn the AD&D® game from anyone who'll teach me, preferably around the northeastern part of Phoenix, Paradise Valley, and Scottsdale. I own the *Player's Handbook* and the *Complete Thief's Handbook*. I am also interested in pen pals from anywhere. Write: Judy Evans, 4136 E. Wescott Drive, Phoenix, AZ 85024.

Illinois: May Fantasy Revel needs judges! The convention will ...ld at the Holiday Inn in Mu... May 1st-3rd. We need re... AD&D 2nd Edition G... ...VEL SUPER HE..., Dark Conspiracy, Pa... ...owrun, Timemaster, and T... Contact: Lee Maile at (312)46...33 or Janice Ours at (414)889-8346.

CANCELLED

Iowa: I want to join or start a Network club in the Des Moines area. I am an avid player of Battletech and the FORGOTTEN REALMS® world. I'm also looking for players to join a Battletech PBM game. I'd also like pen pals who share my interests. Richard D. Woolsoncroft, P.O. Box 543, Mitchellville, IA 50169, USA.

Maryland: Attention role players! A new, exciting club is underway in the Baltimore area. We are the Baltimore Area Role-Players Guild. We specialize in role playing games only. To promptly receive more information about our club send a SASE, brief bio, and a list of your gaming interests to: Baltimore Area Role-Players Guild, P.O. Box 9744 Baltimore, MD 21204-9744.

New Jersey: Attention Shadowrun players interested in forming a campaign. I'm looking for players who can regularly attend weekend games, either weekly or bi-weekly. I'm also looking for AD&D® 2nd Edition game players. Interested? Please contact: Vince and Chris Larosa. P.O. Box 30, Maple Shade, NJ 08052; (609)779-1393.

New Jersey: Attention all Network members in or near New Jersey. Judges are needed for Network tournaments at several conventions in New Jersey in 1992. Judges who have experience with more than one system or who have judged at large conventions would be especially useful. For more information contact: The Garden State Gamers Help Group, 4758 Oak Terrace, Merchantville, NJ 08109.

Classifieds (Continued)

New York: I want to join a gaming group. I am familiar with the D&D® game, AD&D® 2nd Edition game, Warhammer, and Shadowrun. I am willing to learn new games. Please write: Ernest Delaney, 2955 8th Ave. Apt #18B, New York, NY 10039 or call (212)690-7240.

New York: Are any members, friends, and family interested in forming a Network team for the March of Dimes Walkathon or AIDS Walk New York or both? Please contact Linda Baldwin, 145 Atlantic Ave., Brooklyn, NY 11201, (718)625-0582.

New York: Twenty-one-year-old male seeks gaming group in the Cohoes area. I play and DM the AD&D game and D&D game. I play Torg, Twilight 2000, MARVEL SUPER HEROES, and the GAMMA WORLD® game. Please call Scott Shepard (518)235-8593 or write: 171 Columbia Street 2nd Apt., Cohoes, NY 12047.

New York: I am a 23-year-old AD&D game player looking for a gaming group in the Queens area. I have 10 years of experience in the AD&D game, and I enjoy a wide variety of campaigns. Please contact: Marc Baker, 50 So. Union Turnpike Apt #2K, Glendale, NY 11385.

Oklahoma: Calling all Network members. We need more game masters for Oklanomicon; September 25-27 1992 in Oklahoma City, OK. If you are interested, please send a business-sized SASE to: Judge Appeal Oklanomicon, P.O. Box 770396, Oklahoma City, OK 73117. We cannot guarantee you a slot unless you reply before July 1st, 1992. Please list the games you play and run and write: "Attention Craig or Don of Player's Guild of Central Oklahoma" on your letter.

Washington: I'm a 15-year-old gamer with six years' experience; I'm looking for anyone (prefer someone my age) to play Heroes Unlimited, Ninjas and Superspys, Battletech, Robotech, the TOP SECRET/S.I.™ game, Warhammer Fantasy Role Play, and Teenage Mutant Ninja Turtles. I'm desperate to learn the AD&D 2nd Edition game, and I'm willing to join any clubs in the Seattle/Kent area. Call or write, I'll answer all letters. Bill Straley, 20602 123rd Place S.E., Kent, WA 98031; (206)631-8758.

Wisconsin: New Network club forming in the Geneva Lakes area. We'll play various role playing and traditional wargames. For information write: Chris Hammerberg, 205 Country Club Drive #3A, Lake Geneva, WI 53147.

General: I am making a call to all of those "freelancers" in the Network to help me form a registered Network club with an international membership. We will be widely separated in space, but very close in spirit. If you are interested and hungry for adventure, please take some time and write me for full details. I'll answer all letters. Jim Chang, 2045 Calais Dr. #3, Miami Beach, FL 33141.

General: I'm selling Apple computer role playing games, many with clue books and character editors. Also looking to buy the first three issues of the DRAGONLANCE™ comic; issues 1, 8, and 29 of the AD&D™ comic; and the first issue of the SPELLJAMMER™ comic. For a list, contact: ET3 Heck 5096, 9107/7 NNPS, Orlando, FL 32813.

General: I want to trade *Star Wars* ships (Falcon, Transport, X-wings, Y-wings, speeders) for *Star Trek* ships (Federation, Klingon). George A. Koncar, 112 Juanita Drive, So. Zanesville, OH 43701.

General: Avid role player forced into intellectual isolation by an unwilling relocation to tinytown, USA desperately seeks correspondence on role playing games, music, television, and the outside world in general. I enjoy rules debates and experimenting with new systems. Write: Jerrel Adrock, P.O. Box 7, Plato, MO 65552.

General: I'd like to buy a copy of the DRAGONLANCE® series book *Leaves From The Inn Of The Last Home.* If you have this book, please reply as soon as possible. Price is negotiable. Contact: Ron T. Broomall, 1152 Utopia Lane, Vineland, NJ 08360, (609)696-4954.

General: The *Fandom Directory,* published every March, lists more than 17,000 fans of every interest worldwide. Fans, magazines, clubs, stores, or conventions can be listed free and can indicate their areas of interest. For information and a listing form send a SASE to: Fandata Publications, 7761 Asterella Court, Springfield, VA 22152-2133.

General: I am a 19-year-old gamer with seven years experience. I want to correspond with AD&D game, Call of Cthulhu, Paranoia, or GAMMA WORLD game enthusiasts. Write: Evan Dembskey, 24 Vincent Road, Rosettenville-ext., JHB TVL, 2197, RSA.

General: I'm looking for a copy of the Judge Dredd role playing game and any supplements. Copies need not be in mint condition as long as all the parts are there. Also looking for any Judge Dredd comics, miniatures, toys, and anything else. Anyone with information or a price list please contact: Jason Exum, 1245 Monterey Ave., Cjula Vista, CA 91911; (619)691-1817.

General: Wanted: First through third level PCs interested in a "quiet" night at a (used to be) peaceful inn. AD&D 2nd Edition game rules (mostly). For further details write: David Carl Argall, 1300 Ballista, La Punte, CA 91744.

General: Pack rat looking to trade or sell gaming material. Highlights include solo adventure books and back issues of magazines. Titles include: DRAGON® Magazine, White Wolf, White Dwarf, POLYHEDRON™ Newszine, The Abyss, Judges Guild products, and many others. Looking for specific subjects? I can provide a list of available magazines that have what you're looking for. Send a SASE and I'll return a list of what I have available and what I'm most interested in trading for. Write: Nick Parenti, 2815 Lund Ave. #6, Rockford, IL 61109.

General: Due to college, I no longer have time to role play, so I'm selling all my accessories for the D&D game, AD&D game, FORGOTTEN REALMS® world, and DRAGONLANCE® world. I have manuals, modules, maps, dice, and much more. Please contact me at "Bethune," Butchers Lane, Three Oaks, Hastings, East Sussex, England, TN35 4NE.

General: For sale: All rules sets and Gazetteers for the D&D game, POLYHEDRON™ Newszine (most issues from 45 to 65), and a few modules and historical strategy games. Most are in good condition and for sale at low prices. For a list, send a SASE to: Ryan Staake, 7465 Cement City Rd., Brooklyn, MI 49230, or call (517)592-8417.

Conventions

Spring Offensive III, March 20-22
East Peoria, IL
This convention, jointly sponsored by the Tri-County Gaming Association and the Frontier Gaming Association, will be held on the campus of Illinois Central College. Scheduled events include miniatures, role playing, and board gaming. There will be five dealers and refreshments are available on site. For information contact: Dave Kinsinger, c/o The Game Room, 116 Walnut, Washington, IL 61571, (309)444-4640.

Opcon '92, March 21
Oak Park, IL
Opcon is a one-day event sponsored by the OPRF SF/F Club and held at the Oak Park River Forest High School in Oak Park, IL. Guests of honor include authors Phyllis Eisenstein, Robert Shea, and Richard Knaak. Activities include role playing game tournaments, a trivia contest, a live auction, videos, films, autograph signing, and a vendors' room. Registration: $2. Write to: Sandra Price, OPRF SF/F, Oak Park River Forest High School, 201 N. Scoville Ave., Oak Park, IL 60302.

ConnCon '92, March 27-28
Danbury, CT
You're invited! Please join us for role playing games, war games, miniatures, seminars, a miniatures painting contest, an art show, dealers area, and awards banquet. RSVP ConnCon, P.O. Box 444, Sherman, CT 06784-0444.

Adventurers' Inn IV, March 28-29
Calaveras, CA
We're not just a gaming convention. Join us at the Calaveras Fairgrounds and relish our atmosphere. Attractions include: Dagger tournament, ranger's trail, Dragon's Den tavern, rogues gambling, 36-hour campaign, costume contest, merchants, and an art gallery. Of course, there will be plenty of gaming. Registration is $20.00, and there is a $3.00 discount for anyone in medieval costume. For information write: Adventurers' Inn, The ICON, P.O. Box 1654, Ceres, CA 95307. Experienced GMs welcome.

MidSouth Con XI, March 27-29
Memphis, TN
Our site is the Airport Hilton in Memphis. Our schedule includes regular and benefit tournaments for the AD&D® game, Champions, Cyberpunk, Call of Cthulhu, Star Wars, Robotech, Battletech, and six board games. There also will be a dealers room, masquerade, movie room, art show, panels, computer games, and guests Margaret Weiss and Beth Willinger. Registration fees are $25. For information write: Bonnie Kornrumpf, 660 McWhirter Ave., Memphis, TN 38127.

NEOVENTION XI, March 27-29
Akron, OH
Northeast Ohio's largest gaming convention returns for its second decade of fun and gaming. Events include role playing games and many board games and miniatures events. Network events include the AD&D game, Paranoia, Champions, Call of Cthulhu, and AD&D game Masters tournament. The Society for Creative Anachronism will attend again and present authentic demonstrations of combat and dancing. There will be a games auction, door prizes, special guests, and a jam-packed dealers room. For more information and preregistration materials call (218)972-7345 or send a SASE to: University Gaming Society, Gardner Student Center #6, The University of Akron, Akron, OH 44325.

POCON, April 3-5
Bartonsville, PA
The Pocono Gaming Group is proud to announce its first gaming convention, which will be held at the Holiday Inn in Bartonsville. Includes Role playing games, war games, board games, and a painting contest. Registration is $6 for the day, $10 for the weekend. There are no gaming fees. For information contact: Ed Dowgiallo, P.O. Box 390, Effort, PA 18330 or (717)629-7218.

Round Con '92, April 3-5
Columbia, SC
The Round Table Gaming Society will host this convention at the Russell House on the University of South Carolina campus. Network tournaments include: AD&D game Feature and Benefit for the Richland County Children's Hospital, Champions, and Paranoia. Other tournaments include Vampire, James Bond, and The Best Friend (Empire Builder, 1830, and Rail Baron train games). There also will be board games, miniatures battles, a writing contest, a dealers' area and continuous movies. GMs needed and welcome. Registration is $10; game fees are $1 per event, $5 for the benefit. For information contact: Trella Cherry at (803)779-1924 or send a SASE to: Round Con '92, USC P.O. Box 80018, Columbia, SC 29225.

'Villecon, April 10-12
Maryville, MO
The Fellowship of the Tower Gaming Society is proud to announce the fourth annual 'Villecon held on the campus of Northwest Missouri State University in Maryville, MO. Guests will be announced. We expect to include at least one first-run RPGA Network tournament. Please come and join us! Send inquiries to: 'Villecon, 524 1/2 W. 8th St. Maryville, MO 64468. Please include a SASE.

Con-vent, April 11-13
Huntington, WV
This three-day gamefest will have early registration on Friday. We'll offer a Network tournament, panels, SCA demonstrations, hucksters, lots of open gaming, and our honored guest, R. Tucholka. For information contact: Steven Saus, 558 Aspen St., Morgantown, WV 26505.

Pointcon XIV, April 10-12
West Point, NY
Run by the United States Military Academy Corps of Cadets, this 14th annual convention will be held in Thayer hall on historic West Point campus. Besides board games and historical miniatures battles, this year 10 Network events will be held for the AD&D game, Twilight 2000, Robotech, Mechwarrior, and Cyberpunk. Admission is $10 at the door, $8 pre-registration. For more information write: Cadet Tom Holliday, P.O. Box 3431, West Point, NY 10997.

Sydcon '92, April 17-20
Sydney, Australia
Sydcon is on again this Easter at Glebe High School in Sydney. We'll have lots of tournaments to choose from, featuring the AD&D game, Freeforms, and a Network Paranoia scenario. For an entry form write: Helen Wallach, GPO Box 4409, Sydney, NSW 2001, Australia.

May Fantasy Revel, May 1-3
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